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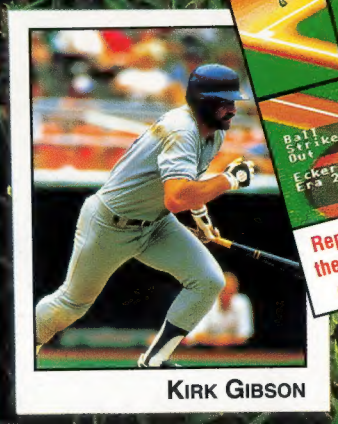

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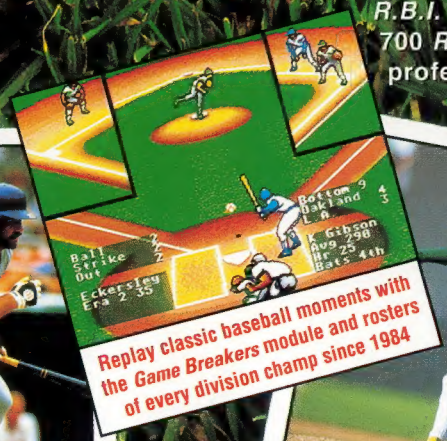

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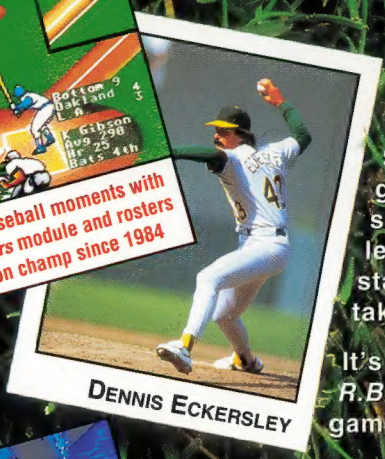

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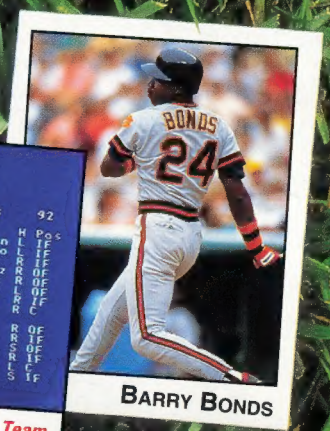

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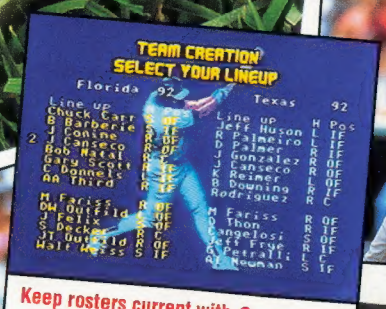

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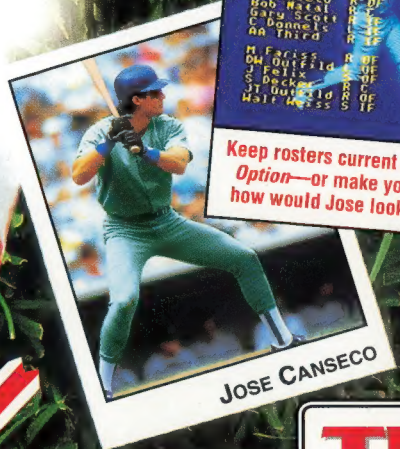

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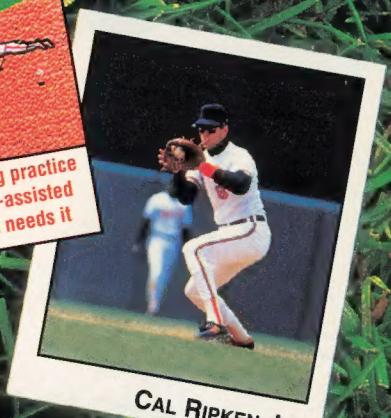

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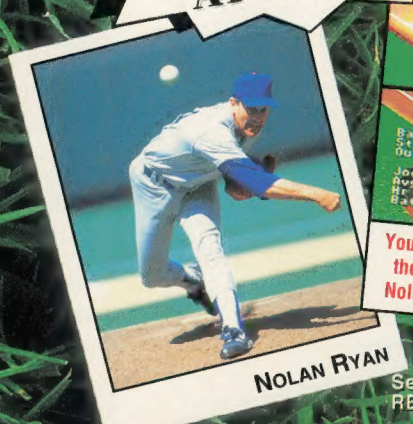

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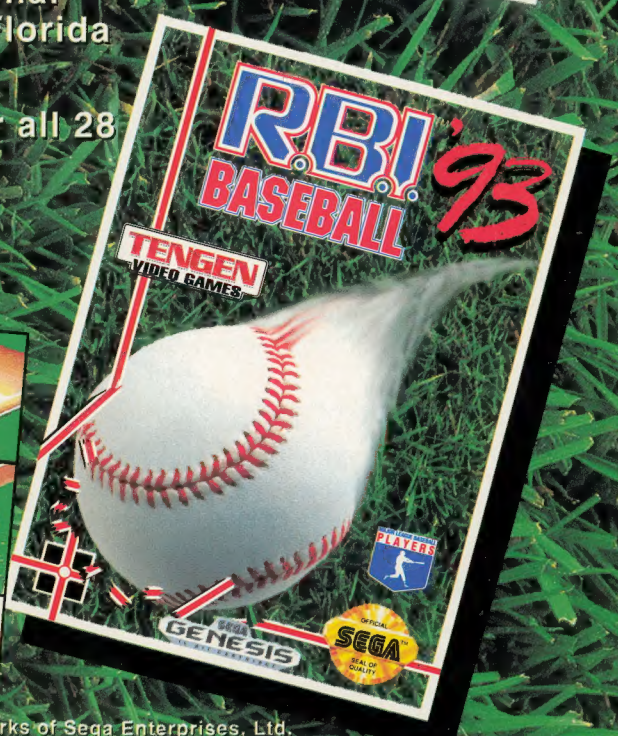

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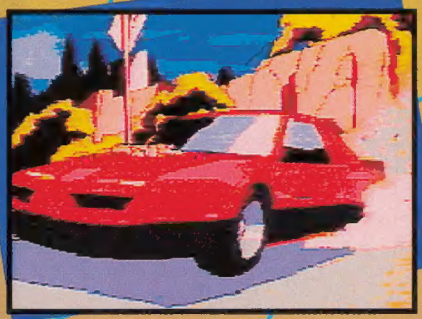

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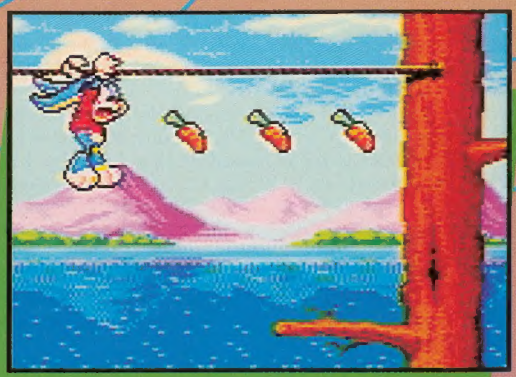

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Sega Guide!
GENESIS • GAME GEAR • SEGA CD

April/May 1993

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Game Players Sega Guide! (ISSN-1052-763X) is published bimonthly by GP Publications, Inc., 23-00 Route 208, Fair Lawn, NJ 07410, USA. Application to mail second class postage pending at Greensboro, NC and additional mailing offices. Newsstand distribution is handled by the Curtis Circulation Company. Subscriptions: One year (6 issues) US: $21.50. Canada: $29.43. Canadian price includes postage and GST (GST #128220688). Outside US and Canada: Add $2.00 per issue.

For customer service, write *Game Players* Customer Service Dept., 23-00 Route 208, Fair Lawn, NJ 07410. Or call (201) 703-9505 Postmaster: please send change of address to *Game Players Sega Guide!*, 23-00 Route 28, Fair Lawn, NJ 07410.

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GP Publications, Inc., also publishes the *Game Players Nintendo (tm) Guide (tm)*, *Game Players PC Entertainment*, and *Game Players Encyclopedias* covering Nintendo, Sega, and PC games.

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EDITOR'S NOTES

Beginning in June, you'll be getting *twice* the Sega info!

That's because in June, we're combining our *Sega Guide* and *Nintendo Guide* to create the new *Game Players Nintendo-Sega* magazine. We'll bring you more game coverage, more exclusive articles, and more in-depth features — not just every 60 days, but every month! You'll still get the Genesis, Game Gear, and Sega CD coverage you expect from *Game Players*, plus all the latest Nintendo, Super Nintendo, and Game Boy news. That means a bigger magazine each month, and the best video-game reporting available.

And most importantly, we want you to be a big part of the new *Game Players*. We're setting up a fax line, as well as mailboxes on all the popular on-line services, so you can contact us instantly, 24 hours a day. We want your questions, your comments, and your suggestions. With your help, we'll make *Game Players* the most interactive game magazine around!

This will be the last bimonthly issue of *Game Players Sega Guide!*. Beginning in June, look for the new *Game Players* on newsstands everywhere. And if you're a subscriber to *Sega Guide!*, we've got some great news for you. You'll be receiving *Game Players* each month! For details, be sure to read the Letter to Subscribers included with all subscription copies of this issue.

— Matthew A. Firme
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Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.50 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 47% will have the highest score possible score to Phase I, 30% to Phase II, 25% to Phase III, and 20% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

		T			___
H	E	A	V	Y	I
	R				___
S					___
				L	___

MYSTERY WORD

WORD LIST and LETTER CODE chart

HEAVY I	LEAVE.....C	METER .....P	MAJOR.....T
ABOVE .....R	VOCAL ....O	MODAL....A	CORAL .....B
TRILL .....D	ENTRY.....V	SPOIL .....E	MUSIC.....H

CLUE: _____ games!

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BACK Feed

King of Monsters

In your October/November issue, you said the game *King of Monsters* would be available for Genesis. I've been looking in the stores and I haven't seen anything yet. When should this be available for purchase?

Ray Brooks
California

In the world of video games, scheduled release dates often change. Any number of things can hold a game up — sometimes for well over a year! Good news, though: *King of Monsters* should be available about the time you read this.

T2: The Arcade Game

My dad and I play *T2: The Arcade Game*, but we can't get past the truck scene in Level 3! We need to know how to get past it real bad, so could you please answer?

Santiago Guzman
California

You're right, that level *is* tough! You stand the best chance of beating it if you're playing in the two-player mode. Ignore the Terminators on the ground, and fire constantly at the top two corners of the screen. That way the H.K.s are destroyed as soon as they appear. It takes a little luck and a lot of patience, but it'll pay off in the end.

Sonic Codes

I'm confused about some of the codes you ran for *Sonic the Hedgehog*. For example, the sky-walk code is BDLT-AAGL, and some codes even have numbers. How can someone put this in when there is only up, down, left, and right on the pad? Please respond, so that I and many other kids can use these codes.

Jimmy Ousley
Ohio

The codes you're referring to are for the Genesis Game Genie. This hot new accessory allows players to input codes that change the way a game plays.

Virtual Reality

I've been hearing a lot about Virtual Reality, and I'm wondering if it will be coming to the Genesis. Also, is there really going to be a modem system that will let you play a two player game with someone that isn't even in your home?

Randy Morris
Michigan

Virtual Reality has quickly become one of the hottest concepts in gaming today, thanks in part to the national exposure it has gained through films like last year's *Lawnmower Man*. And while nobody has anything like what you've seen in the movies, Sega is one step ahead of the competition with their new Virtua VR system — check out our feature in this very issue! To answer your second question, Sega scrapped their plans for a modem accessory years ago. But a new company, Baton Technologies, is working on a modem accessory called the Teleplay System for both the Nintendo 8-bit system and the Genesis. In fact, the Teleplay will allow a Genesis owner to compete long-distance with a Nintendo owner. The Teleplay doesn't work with existing Genesis carts, though. You can only play Teleplay games. The system is scheduled for release this spring.

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The Universal Cybernetics Corporation's got a huge PR problem.

Seems some morbid folks are calling the new domestic robot they've designed "THE RIPPER" due to a nasty little defect - this robot likes to kill.

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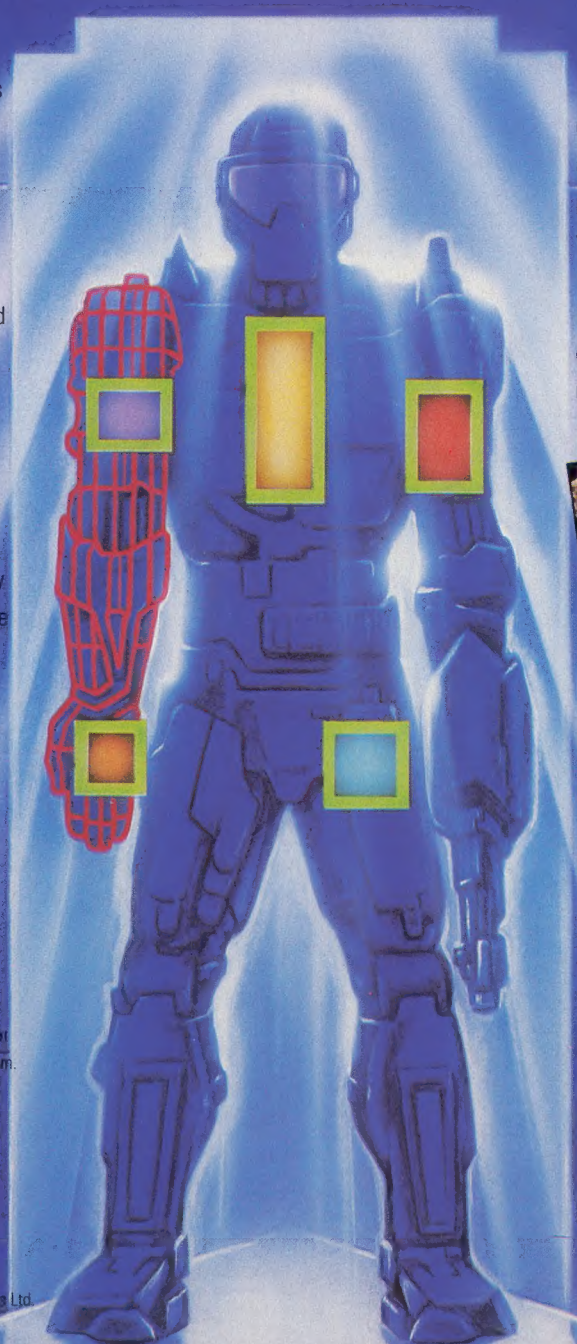

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Product Information Number 415

FeedBack

Photo CD?

I recently received the Sega CD, and I'm impressed with all of the features that are available with the unit. I was watching TV one night and a commercial came on about the Kodak Photo CD unit that displays pictures and also plays regular music CDs. Can Sega CD play these Kodak Photo CDs?

Thomas J. Zachey
Connecticut

The Sega CD isn't compatible with Kodak's Photo CD. Although there are a lot of CD ROM-based systems on the market today, it's important to remember that the Sega CD can only play regular music CDs, CD+Gs (music discs with graphics), or Sega CD games. Even though all CD-ROM discs may look the same, the data and programs stored on them can be worlds apart.

Genesis *G.I. Joe*?

Are there any plans for *G.I. Joe* (the arcade version) coming to Genesis or Sega CD? What about *Virtua Racing*?

David Lang
Maryland

No one's planning a Genesis G.I. Joe just yet, but rumor has it that *Virtua Racing* could become a Virtua VR game.

Sonic 2

I'm writing to you because I am confused about something. Whenever I see a magazine article about *Sonic 2*, it shows pictures of stages I can't find in the game. Are those stages in Game Gear? Is it after Robot Sonic? Is it a secret level, and if it is, where do I go to get to it? Please help!

Gerron Overstreet
Florida

Many of our readers had that same question, Gerron. The pics you saw were of an earlier version of *Sonic 2*. These pics were the only ones given to the press by Sega of America before review copies of the game were made available. In a rush to give players a peek at the year's hottest game, all the magazines ended up printing them. Sorry about the confusion!

Sega Karaoke

Will there be a karaoke attachment for the Sega CD? And if there is, what will it do? Would it come out in the next year? Would it come with a microphone?

Bill Borin
California

So far, the demand for karaoke in the U.S. hasn't been that great, so don't hold your breath. There is a karaoke accessory for the Mega Drive available in Japan, but so far Sega of America has no plans to bring it to Genesis.

Do you have any questions, hints, or suggestions about the Sega Genesis system or games? We want to hear from you! Write to:

FeedBack
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5SSF

Code Breakers

Sonic 2 Codes!!! Level Select, Debug Mode, and More!

First, go to the options screen and select Sound Test. Using the B button, play these songs in this order: 19, 65, 9, and 17. You should hear a chime at the beginning of song 17, letting you know that you've input the sequence correctly. Now go back to the title screen and press Start while holding down the A Button — a Level Select appears!

To perform these next codes, you must have first performed the Level Select trick above. When you do, you'll notice a new Sound Test on the Level Select screen. Use Button B to play these new tunes in the following order: 4, 1, 2, and 6. Now select your level. Grab 50 rings, leap into the air, and you'll become Super Sonic! You can exit the level by pressing Start and A. For a Debug Menu, go back to the new Sound Test and play 1, 9, 9, 2, 1, 1, 2, 4. Be sure to hold down the A Button when you chose your stage, and don't let go until Sonic has appeared onscreen. Now press the B Button to become an object, the A Button to change the object, and the C Button to place an object! Now if only there was a code to make *Sonic 3* appear....

Sonic 2 — Chaos Emeralds

First, start the game normally and collect 50 rings *before you reach the continue post*. When you get there, you'll be able to enter a bonus round. Collect the required number of rings in the bonus round and you'll be rewarded with a Chaos Emerald! Just after your score has been tallied up on the screen displaying "Sonic Got A Chaos Emerald," but before the screen disappears, reset your machine. Now go to the Options Screen and highlight the "Sonic and Tails" option. Press Start. You'll start back at the beginning of Round 1. Now find 50 more rings and re-enter the bonus stage— you'll still have the Chaos Emerald you won before, with a chance to get another! Do this over and over to collect them all before you even move on to Level 2!

Sonic 2 Game Gear — Level Select

Press the Start button during the intro sequence, and continue to hold it until the Title Screen appears. While still holding the Start button, press the 1 and 2 buttons, and Down-Left on the Directional. Don't let go of any of the buttons until you hear the chime to let you know you've input the code. Now press Start again to bring up the Level Select Screen. Crystal Egg Zone, here we come!

Streets of Rage 2 — Hidden Options Screen

First, press Start on Controller 2 during the Title Screen. Now select Options while holding down the A and B Buttons on Controller 2. New options will appear! Now you can challenge two new difficulty modes, jump to any level, or stockpile extra lives!

Game Genie Codes Teenage Mutant Ninja Turtles — The Hyperstone Heist

Both players are invincible
RHST-C6YG
Deadly attack uses no life — Player 1
BXYA-CA6L
Deadly attack uses no life — Player 2
BXYT-CA2G

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Now you can jump to any level right from the start — but solving those tough puzzles is up to you!

LEVEL 2: WHOAMAMA
LEVEL 3: FLANDERS
LEVEL 4: BROCKMAN
LEVEL 5: SIDESHOW

Also, try entering the password SMAILLIW. You'll start the game with all the doors unlocked, and you'll be stocked with unlimited lives!

If you have any codes or passwords you'd like to share, we'd love to hear from you. Send them to:

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SG04

MEGA BYTES

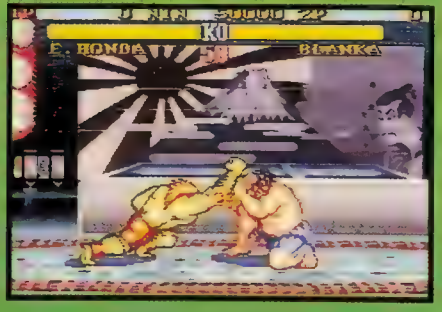
Street Fighter Is Coming To Genesis!!!

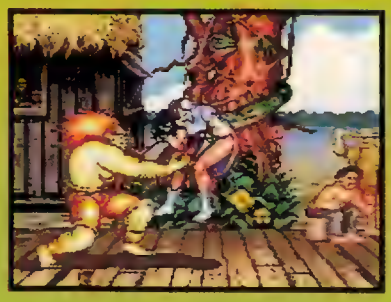
The details are a bit sketchy as this issue goes to press, but we can tell you one thing for sure. Capcom's *Street Fighter* is coming to Genesis!

Here's what we know so far: Sega of America and Capcom have scheduled a joint press event for March 10 (a few days after this issue ships to the printer). It's expected that the big news will be the release of *Street Fighter* for Genesis, and perhaps the signing of Capcom as a Sega licensee. According to a few rumors we've heard, a Genesis *Street Fighter* might be available as early as June, and may be a new Genesis pack-in. There's even talk that the Genesis release may be *Street Fighter Championship Edition*, and not just a port of the Super NES *Street Fighter II*.

Sega's six-button controller.

***Street Fighter II*, Super NES version**





We've known for quite a while that Sega was working on a six-button controller, which would seem to be a definite sign that a Sega *Street Fighter* was on the way. The new controller had been scheduled for an April release, but will likely make its debut around the same time as *Street Fighter*.

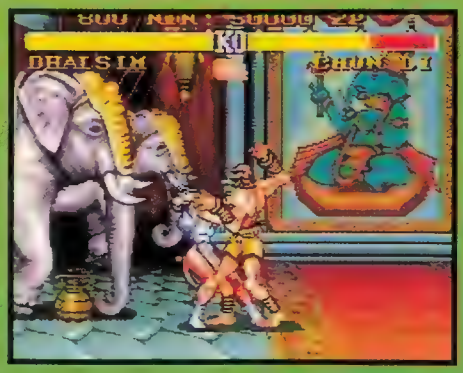
Of course, the news of a Genesis *Street Fighter* is a dream come true for Genesis owners, who until now were left out of the *Street Fighter* mania sweeping the video-game world. In fact, since *Street Fighter II* for SNES went on sale, we've received more mail asking about a Genesis version than any other topic. There's obviously a real hunger for this title, so don't be surprised if the first Genesis *Street Fighter* carts sell out in record time!

But if you don't get in on the first shipment of carts, there's plenty of other *Street Fighter* gear out there to tide you over until the second shipment arrives. You can expect to see everything from *Street Fighter* action figures to rollerblades, skateboards, and watches. One of the latest *Street Fighter* toys is a new twist on the old Rock'em Sock'em Robots. This time out you battle as two of your favorite *SF* characters. There are even cool electronic sound effects and an LED power meter!

EA Sports Scores Super Bowl Coup

In late January, during the festivities preceding Super Bowl XXVII, Electronic Arts sponsored the live, national broadcast of Sports Byline USA, the radio program hosted by EA Sports announcer Ron Barr. The event was held at the Century Plaza Hotel in Los Angeles, site of the NFL's Super Bowl headquarters and chosen lodgings of many players, coaches, and sports reporters.

Over the course of several days, more than a dozen of the NFL's most popular players dropped by to chat



with the radio audience, and to check out EA's latest sports titles. And along with football stars like Howie Long (LA Raiders), Warren Moon (Houston Oilers), Ronnie Lott (LA Raiders), Joe Theismann (former Redskins quarterback) and Jerry Jones (owner, Dallas Cowboys), several teen stars from tele-

Ron Barr, the announcer for Electronic Arts EA Sports lineup, welcomed some impressive guests to the radio program Byline USA, including Howie Long of the LA Raiders...

vision and motion pictures stopped in for some game-playing action.

Jonathan Taylor Thomas and Zachary Ty Bryan of *Home Improvement*, Billy Sullivan of *Golden Palace*, and Phillip Glasser (the voice of Fievel

... Warren Moon of the Houston Oilers...

in *American Tail*) joined EA executives and the NFL celebrities to play EA Sports titles. Some of the toughest competition took place during broadcasts

...Joe Theismann, formerly with the Washington Redskins, and Ronnie Lott of the LA Raiders...

of Sports Byline USA.

According to Zachary Ty Bryan, "*John Madden Football '93* is my favorite Genesis game, but I also really like *John Madden Football Championship Edition*, which you can only rent from video stores. And having the opportunity to meet the real-life players and play video games with them was very exciting!" Both Zachary and Jonathan brought several footballs to the EA event, which the NFL players autographed.

And when the time came for the

...and hall-of-famer Jim Brown.

big game to get under way, EA scored another major coup. With 101,000 fans packed into the Rose Bowl and a television audience of tens of millions of viewers, football fans all around the world watched a video-game showdown as Mike Ditka and O.J. Simpson squared off for a game of *John Madden Football '93*. It was all part of NBC's Super Bowl pre-game show.

Maybe next year they should call it "The EA Sports Super-bowl?"

Two of the young stars from ABC's hit series *Home Improvement* — Jonathan Taylor Thomas and Zachary Ty Bryan — got to meet some NFL greats and take them on in some of EA Sports' hottest titles.

Let's Make This Perfectly Clear...

The upcoming *Tecmo World Cup* for Genesis will be distributed exclusively by Atlus Software, Inc. The game itself was licensed and reprogrammed by Sims Co. Ltd.

GAME OF

GLOBAL GLADIATORS REVIEWS

"Global Gladiators is one of the highest rated games ever to appear on the Genesis."
Sega Visions Magazine

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1992 Global Gladiators Awards

The Sega Third Party
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The Sega Third Party
Seal of Quality Award - 1992
Best Action Product - Genesis

Video Games and Computer Entertainment
Best Sound in a Video Game of 1992

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Game Pro and Video Games & Computer Entertainment

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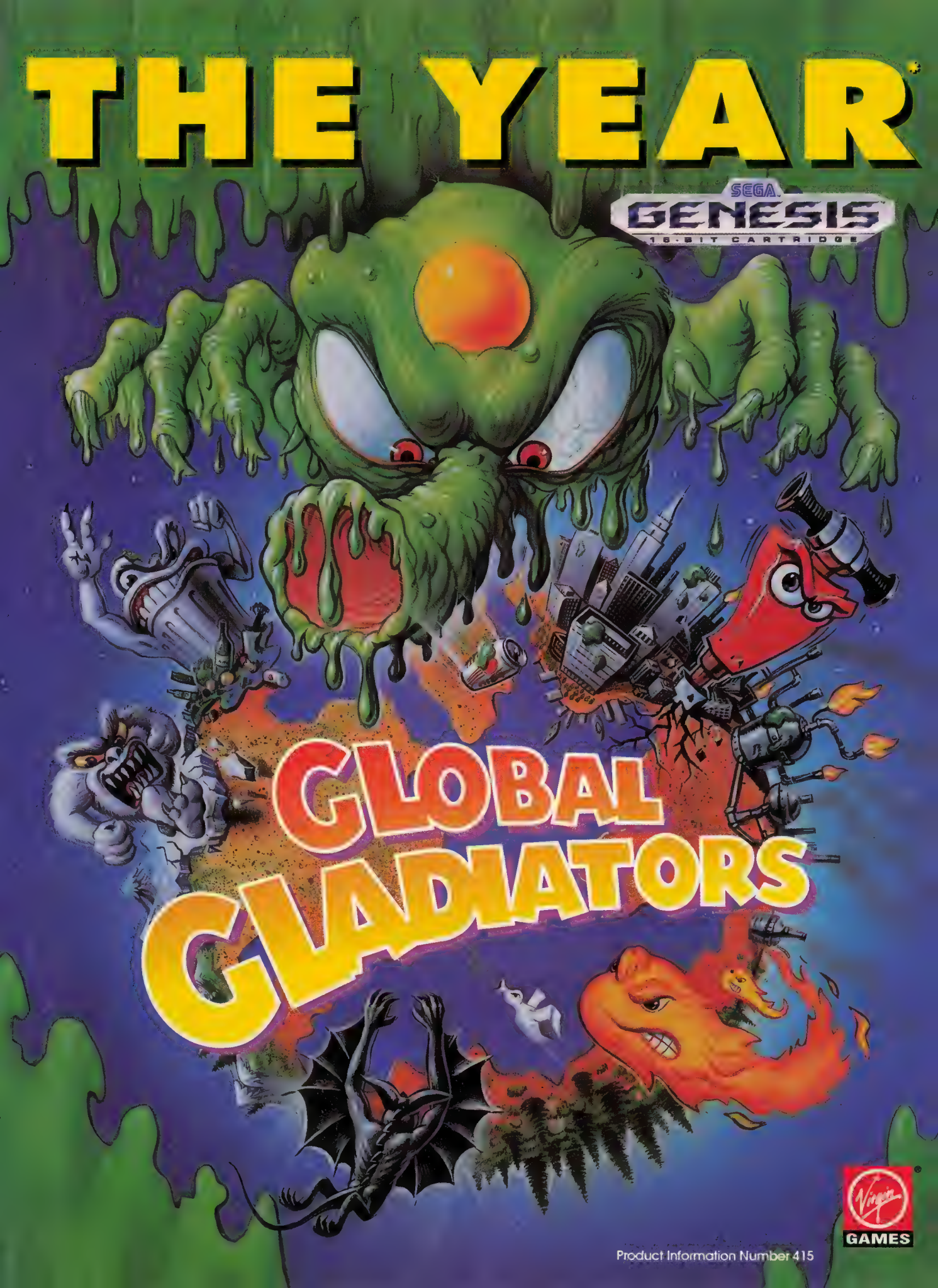
THE YEAR
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VR

VIRTUAL REALITY:

THE NEW DIMENSION

JASON R. RICH

GAME PLAYERS

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S04

Anyone who's seen the movie *The Lawnmower Man* or an episode of *Star Trek: The Next Generation* featuring the Holodeck already knows the potential of Virtual Reality (VR) — at least as depicted in science fiction. But VR is here, now. In 1991, Horizon Entertainment introduced Virtuality, the first VR arcade system. And while Virtuality is very cool, it's only a small step in what may be the next big trend in entertainment and educational technology.

How close are we to VR as seen in the movies? According to Virtual Reality expert Greg Panos, "Tons of ultra-advanced VR technology already exists, but it's been locked away in military labs or at NASA. Only now are the companies which created these military applications starting to adapt the technology for other uses. By expanding this technology outside of the military field, the companies pioneering VR technology can offset the tremendous cost of development, which can be millions of dollars for a single system."

Panos is the president of SophisTech Research, a Lakewood, California-based company which publishes the Virtual Reality Sourcebook, the bible of the VR industry. He's also one of the country's leading VR specialists. "Thinking of VR solely as an entertainment technology really trivializes the field. But it *is* the entertainment potential of VR that will bring it into the home," explains Panos.

That's right, *into the home*. And it's closer than you might think! At the Winter Consumer Electronic Show in Las Vegas, Sega of America announced plans to introduce a sleek, high-tech VR accessory for the Genesis. By late-1993, the first Virtual Reality-based game carts should reach our homes, allowing gamers to actually become part of the game by entering a 3-D, 360-degree, computer-generated world.

According to Ellen Beth Van Buskirk, Sega of America's director of marketing services, "We're calling it Virtua VR, and it's a very exciting accessory for the Genesis. Instead of watching the action on a television screen, players wear lightweight goggles that cover their eyes and ears. We're using a proprietary technology which provides a full-color, 360-degree game environment. With Virtua VR you become totally immersed in the game. The system works especially well with driving and flying simulations, as well as fantasy games. We have the technology totally designed, and the prototypes are operational. Right now we're fine-tuning the accessory and developing the best VR software possible."

"WITH VIRTUA VR, YOU BECOME TOTALLY IMMERSED IN THE GAME."

GREG PANOS

The person heading up Sega's crossover into Virtual Reality is Executive Vice President Paul Rioux, who says, "We're trying to create an environment where consumers can experience the reality of three-dimensional games. We've come upon several technologies which allow us to offer this experience for under $200. Previously, similar technology would have cost over $6,000."

The Virtua VR accessory contains a 360-degree tracking device, so players can turn their heads around and see

who's following them in a racing or flying simulation, for example. "When you turn your head, you can see, in three-dimensional graphics, what's to either side of you or directly behind you. The Genesis control pad is used the same way as it normally would be for controlling the action; however, when you're playing a VR game, you're playing in three-dimensional space which you experience through the headset," says Rioux.

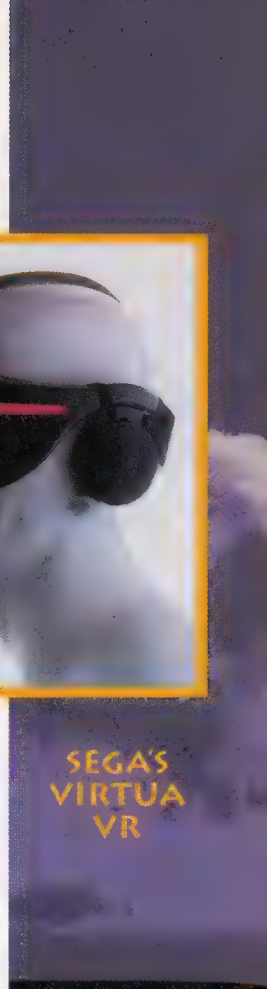
VR arcade games like Virtuality use polygon-based graphics, which create a boxy environment. But Rioux says Sega's Virtua system will feature improved visuals. "We're using character-based graphics for our VR games, just like we use for regular Genesis games. So you'll get the rich visual quality of a game like *Sonic 2*, but with the VR headset, the graphics will be multi-dimensional."

Rioux says the Virtua VR headset can be used as a display unit (instead of the television set) for any Genesis or Sega CD game title. But only the new Virtua VR games will offer true three-dimensional graphics and sound. "The biggest obstacle we've faced has been bringing together all of the new technologies at the same time. We've had to create new technologies for the headset tracker and the display, while vastly improving the overall graphic resolution."

ONCE VR UNITS ARE INSTALLED IN OUR HOMES, OUR LIFESTYLES COULD CHANGE DRAMATICALLY.

According to Greg Panos, Sega is just one of many companies currently working on VR applications — many of which extend far beyond games. As with any new technology, improvements are being made almost daily as programmers and hardware designers create computer applications which come closer and closer to resembling reality.

For instance, Panos is involved with a second company called PersonaForm, which has created a system using Virtual Reality to create databases of movie stars and other people in three dimensions with very high resolution. These 3-D models can be brought into a VR world and manipulated, sort of like electronic puppets. "These PersonaForms are extremely realistic and require the total cooperation of the celebrity. Within the next four or five years, when this company actually launches, we predict every major celebrity will want to become involved with this project. Because, in essence, we can create a VR model of them which makes them immortal. Right now, we're in the technology acquisition phase. Our first office location will probably be on Rodeo Drive in Beverly Hills, California."



For approximately $10,000, PersonaForm will create a three-dimensional database which becomes the sole property of the celebrity. "Celebrities can live on through their PersonaForm. The whole process of creating a PersonaForm takes about three hours of the person's time. We then hand them an optical disc containing their VR PersonaForm. It will be a high resolution image and include three-dimensional, full-body motion along with detailed facial expressions and gesture sampling. The database will also feature an extensive personality profile. One application for these PersonaForms is that the celebrity can license the rights for their database to a computer animation company, which might then work with a motion picture company to have the PersonaForm perform in a motion picture. The possibilities are endless, and very exciting."

Someday you won't have to be an Elizabeth Taylor, Madonna, or Michael Jackson to have your own

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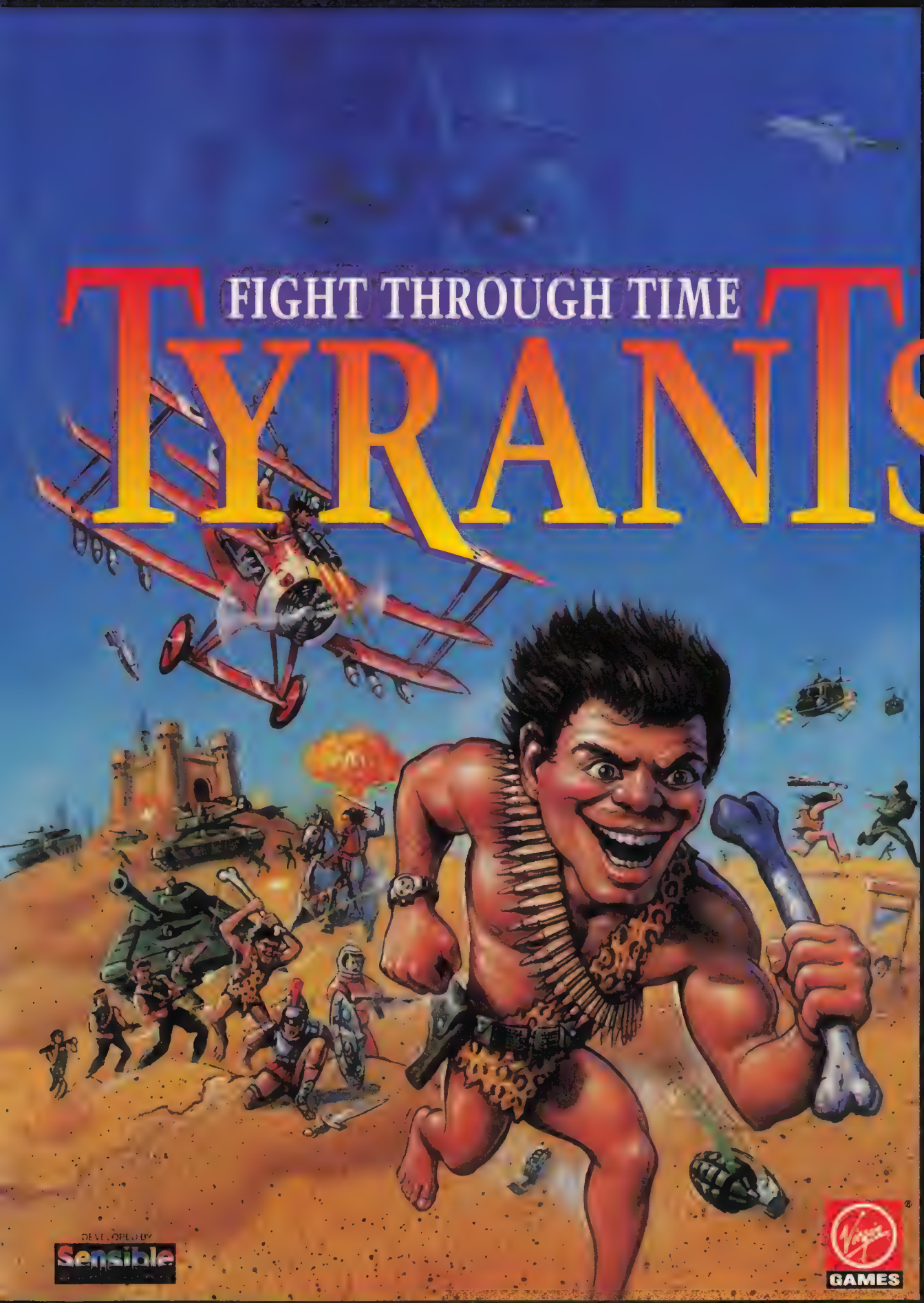

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PersonaForm created. In the past, the technology to create this type of database was not available to anyone. Now it is, but it's still expensive. Within a few years, the process could become commonplace and filter down to the consumer level, as Sega's Virtua VR proves.

Panos explains, "Virtual Reality is really just another display medium, like the TV set is a display medium. People don't care too much about the hardware behind their TV sets. They buy them, plug them in, and watch their favorite programs. Eventually, VR technology will become just as common place, once the market matures and becomes more standardized. Right now, VR is very technology-intensive. I have information about dozens of new VR products which will soon be reaching the marketplace. The VR industry is very exciting, and constantly evolving. You should hear about some of the outrageous applications a few companies have on their drawing boards for the near future!"

"WHEN USING VIRTUA VR, YOU ARE THE GAME. THERE'S AN ALMOST DREAM-LIKE QUALITY AS YOU SOAR THROUGH THE AIR AND CONTROL YOUR MOVEMENTS."

Once VR units are installed in homes, Panos says, our lifestyles could change dramatically. For example, instead of driving to the mall and walking through stores, you'll be able to put on a VR headset, sit on your couch at home and travel through a virtual (computer generated) mall. When you're ready to make a purchase, you'll simply press a button and the product will be shipped right to your door. Think of it as "Home Shoppers Club: The Next Generation."

In the more immediate future, watch for Virtual Arcades co-developed by Paramount Motion Pictures and based on *Star Trek: The Next Generation*. These arcades should be ready to go within a year.

And by the end of 1993, Genesis owners should be doing the VR thing in the comfort of their own homes. Watch for Virtua VR to launch with at least four games, featuring driving, flying, space/shooting, and attack simulations. "Some game play will be similar to the scene in *Star Wars*, where Luke Skywalker flies into the trenches of The Death Star," says Paul Rioux. "A lot of things are happening all around you, which makes the game play incredibly exciting. Some of our third-party developers have also begun exploring game concepts for Virtua VR. In the next two or three years, you're going to see a lot of cart- and CD-based games evolving toward a three-dimensional view of the action, both with and without a VR headset. Many companies are trying to improve the quality of 3-D graphics on a standard television. This is a very difficult task, but the developers are starting to make progress."

And if you're not excited about Virtua VR yet, just listen to Ellen Beth Van Buskirk's impressions. "When using Virtua VR, you *are* the game. I've tried the system, and I'd have to say the coolest sensation is flying. There's an almost dream-like quality as you soar through the air and control your movements. You feel like you're really there, as opposed to feeling like the computer is creating the experience for you."

VIRTUALITY

GP

Game Players
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The Secret of Monkey Island

SEGA CD/JVC

JVC, 3800 Barham Blvd., Suite 305, Los Angeles, CA 90068

Do you stay up late watching Errol Flynn movies? Do you buy a certain pirate-endorsed cereal just for the nifty decoder rings and Jolly Roger patches? Congratulations! You're a buccaneer in the making — and *The Secret of Monkey Island* just might finish your training.

With its successful translation of LucasArts' interactive graphic adventure(an award-winning PC title), JVC has produced what's arguably the best Sega CD game on the market. You're young Guybrush Threepwood, a pirate wannabe who's chosen the marauders of Melee Island as mentors. But there's one catch — none of these pirates is willing to sail the high seas, much less pillage or loot. They're all scared of a stiff — the ghost pirate LeChuck, whose spirited ship still rides the waves of the Caribbean. So the pirates swill grog in the local tavern while the treasures of the world go un-plundered, the armadas of the seas go un-molested, and the lasses of the country go un-kissed.

As you begin the game, find out more about LeChuck by talking to the drunken seamen in the Scumm Inn, then chat with the important-looking pirates in the back room until you're assigned three trials. Once you've completed the tasks — becoming a master swordsman, discovering Melee Island's lost treasure, and stealing the Idol of Many Hands from Governor Elaine Marley's mansion — the pirates promise to take you under their wing.

But no sooner have you fulfilled your trials than you find out that every pirate on the island has flown the coop. LeChuck is on the rampage again, and this time he's kidnapped lovely Elaine, the governor who makes your heart beat faster.

You must scramble to buy a ship, assemble a crew, and follow LeChuck to Monkey Island. Your goal on that isle is to find the key to the mysterious Monkey Head Temple. Somewhere in the caverns beneath the temple is LeChuck's ghost ship — and your one chance to stop LeChuck from marrying Elaine.

Monkey Island is a very entertaining adventure. It's logical, too, and not difficult for newcomers to the genre. The controller interface works well, so the action is generally fast. There are also inside jokes for LucasArts' fans, and some funny references to movies such as *The Graduate*. One problem, however: You can't save your progress at will. Instead, you must wait until you're given a passcode — and they're few and far between. The passcode feature is the only big flaw in a otherwise great game.

— Leslie Mizell

First stop — Scumm Inn. Some of these pirates may put down their grog long enough to give you plot information, but it's the important-looking pirates in the back room who get you started on your life of crime.

Sega Guide!

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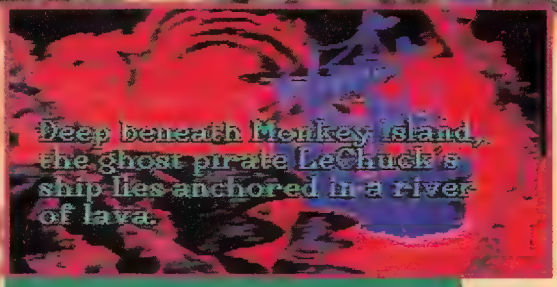
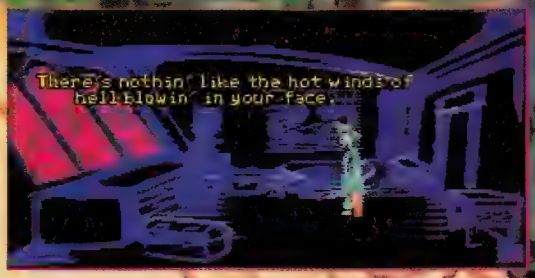
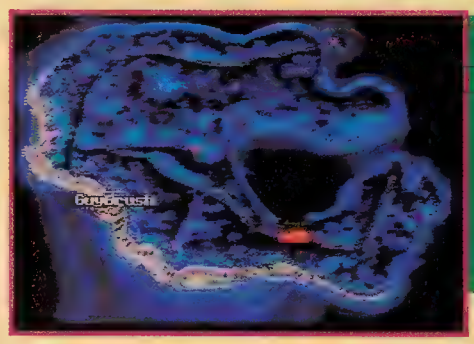


So where is this Monkey Island? And since when are there monkeys in the Caribbean?

At long last, LeChuck has got his just desserts. Unfortunately, hell hasn't improved his disposition — he's ready for revenge, and his plans include Governor Marley.

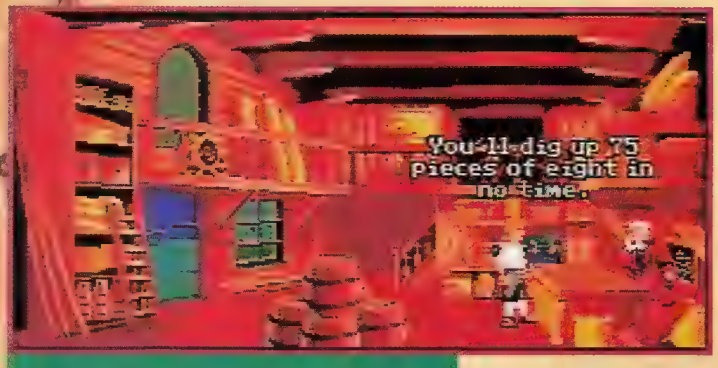




Once you've explored the town of Melee, you can investigate the rest of the island. There's still plenty of activity on the paths after sunset.

Don't expect much helpful information from the fortuneteller. You can, however, pick up a useful item in her shop. Those rubber chickens seem to be pretty popular — and here's one you can get for free

You can pick up all the money you need by taking a risky job with the circus. The Fettucini Brothers pay their human cannonballs well, but you'd better have a makeshift helmet if you're to survive your trip.

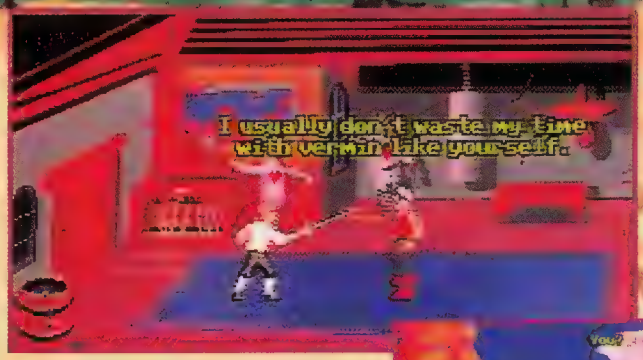


Once you have some money, pick up some pirating supplies. You can't haggle with the storekeeper, but then 75 pieces of eight isn't a high price to pay for the only shovel in town.

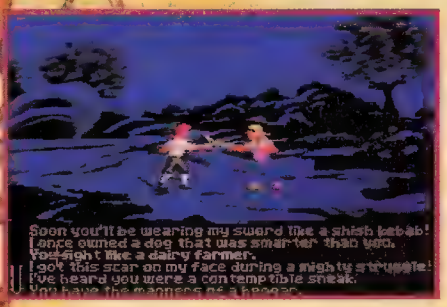
The sole occupant of the Melee jail has nothing to do but gossip — but you'd better have some mints if you want to chat with him. His rat-flavored breath is fierce.

As with all proper treasures, X marks the spot. But as the Melee Island Chamber of Commerce points out, you should leave a little treasure for other would-be pirates.

Bribe the troll with something frivolous if you want to cross the bridge. Mystery readers shouldn't have any trouble coming up with the right "false clue" to give him.



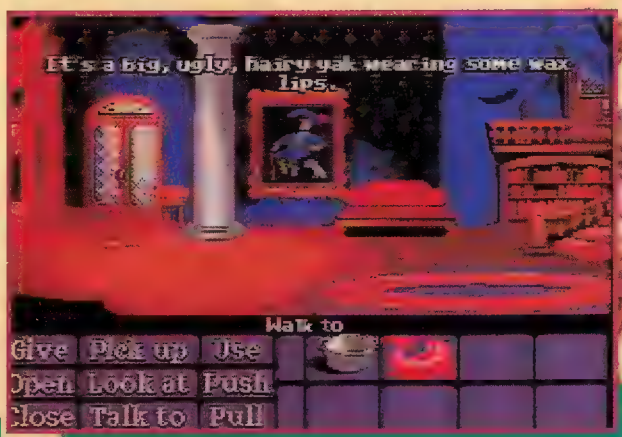
Smirk is just the guy to teach you the swordsmanship skills you need. He also gives you the key to pirate fencing matches — a good insult.


Soon you'll be wearing my sword like a shish kebab!
I once owned a dog that was smarter than you.
You fight like a dairy farmer.
I got this scar on my face during a mighty struggle!
I've heard you were a contemptible sneak.

Practice your newfound offensiveness on the pirates who roam Melee Island. You won't be ready to face the Master Swordsman until you have an answer for every insult.

Follow the storekeeper to the Master Swordsman, but be prepared — Carla's barbs are slightly different from the average buccaneer's. It takes a little imagination to find a properly biting reply.

If you listened carefully to the important-looking pirates, you shouldn't have trouble getting past the piranha poodles. But if you didn't....



Monkey Island may be the first game ever to include a big, ugly, hairy yak wearing wax lips. It's too bad that, along with the other interesting inhabitants of the governor's mansion, you never get to see it.

How did a woman this beautiful get into politics? The sight of lovely Governor Marley renders you speechless, so you'd better be able to impress her with your nonverbal skills.

A Classic Western Now

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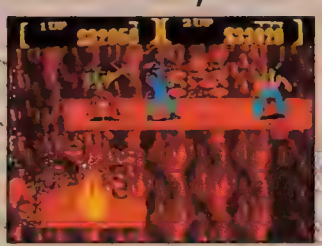
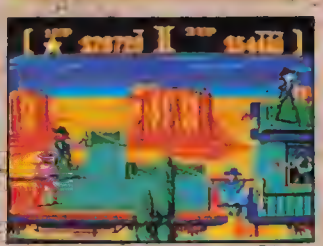
Saddle up your Sega™ Genesis™ and fill your TV screen with the guns ablazing action of Sunset Riders, the wild western arcade hit of the year.

Bounty hunt the frontier's fiercest fiends through treacherous territory including lawless outposts like Reechforem Gulch. The stampede of bad guys will keep one or two tough hombres busy firing fast and furious at cattle thieves, gunslingers, and Indians who have no reservations about attacking.

The trail is littered with extra bounty loot, six-shooter power-ups and decidedly destructive dynamite. Ride your trusty steed through bonus stages that hold survival items more precious than a sack of gold dust. And get a feel for the trigger in the Versus mode where you and your compadre can shower each other with lead. Hot dang, be sure to hitch up with the most rip snortin', knee slappin' blast from the past that ever rode into town!





KONAMI®

Konami Game Hint and Tip Line:
1-900-896-HINT (4468)

70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required.

Comes to Television.

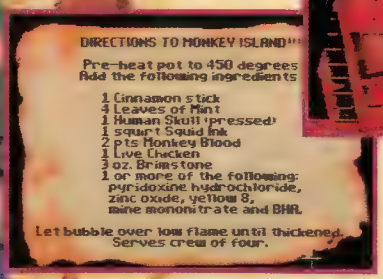
Product Information Number 210

Holy piracy! LeChuck has kidnapped Elaine, and you must find a ship and several crewmen before you can rescue her.

Even at Stan's cut-rate prices, you don't have enough money for a ship until you secure — by hook or by crook — a letter of credit from the shopkeeper.

Meathook has been a near-hermit ever since LeChuck ruined the Melee tourist trade. He'd probably jump at the chance to join your crew — and he could keep everyone amused with his neat tatoo trick.

You just set sail when your scurrilous crew turns mutinous. It looks as if your ship isn't going to Monkey Island unless you figure out a way to get there.


DIRECTIONS TO MONKEY ISLAND
Pre-heat pot to 450 degrees
Add the following ingredients
1 Cinnamon stick
4 Leaves of Mint
1 Human Skull (pressed)
1 squirt Squid Ink
2 pts Monkey Blood
1 Live Chicken
3 oz. Brimstone
1 or more of the following:
pyridoxine hydrochloride,
zinc oxide, yellow 8,
mine mononitrate and BHA
Let bubble over low flame until thickened.
Serves crew of four.

You're no Betty Crocker, but this recipe doesn't look too difficult. Best of all, the ingredients all seem to be readily available — in one form or another.

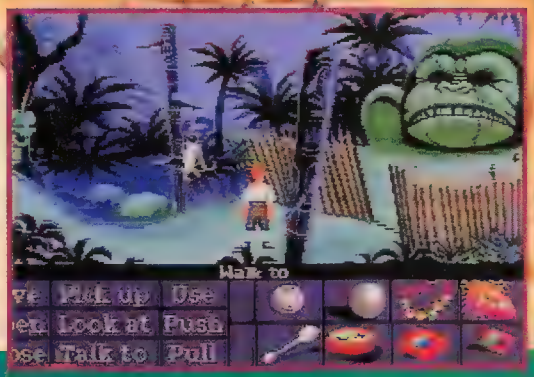
There's got to be an easier way to travel. What ever happened to lifeboats?

Since Monkey Island is larger than Melee Island, it's more difficult to explore. You can only cover half the island on foot, so you'd better get your hands on some oars — and fast!

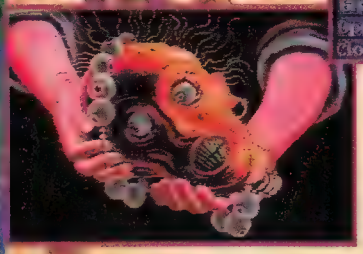
Everything you'll need to blow up the dam can be found in the fort near the volcano. Dropping the gunpowder on the dam is the easy part — now what do you have to ignite the powder?

This setup is a little more complicated than using a banana-picker, but it's just as effective.

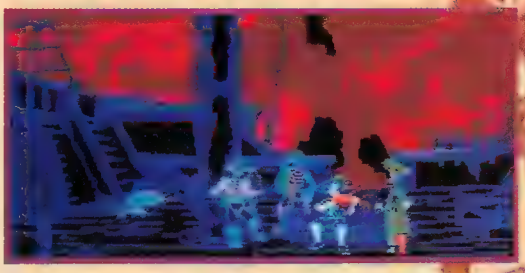
You'd better make friends with the fine young cannibals of Monkey Island — unless you plan on becoming tonight's main course.



You must make friends with a simian before you can approach the Monkey's Head Temple. Remember what they say — the way to a monkey's heart is through his stomach.



The caverns beneath Monkey Head are full of illusions, so it helps to have a trained professional with you. Even a long-dead navigator is better than nothing.



If you follow the navigator's instructions, you'll find LeChuck's ghost ship in record time. But you'd have to be practically invisible to search the ship without being noticed.

The cannibals' valuable root is hidden in the ghostly livestock room. Grab it — and try not to notice the animals' disgusting eating habits

Great! You return the root to the cannibals and get some of their exorcism potion, only to find out you're too late to stop LeChuck from sailing back to Melee Island.

This potion works so well you'd expect to find it advertised on late-night TV. It's a ghost dissolver — and it tastes great with vanilla ice cream!

You're hot on LeChuck's trail. But will you get to the church on time?

BATTLETOADS™

WARTS AND ALL

JEFF LUNDRIGAN

Those three ferocious amphibians, Rash, Zitz, and Pimple, have conquered the video-game world. They've achieved star status on the 8-bit Nintendo, and now they're ready to take on the more colorful landscapes of the Genesis. Lean, mean, and green — there's nothing quite like the Battletoads.

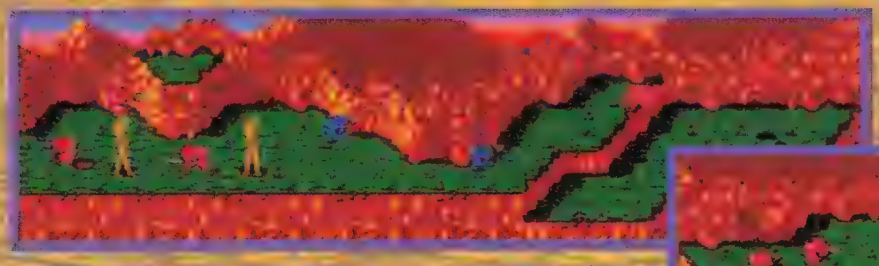
How did it all begin? Three video-game testers were sucked right into the screen, and lo!, they became the Battletoads.

Now they have to rescue a princess from the evil Dark Queen. Fighting their way from the surface of the planet Ragnarok to the Dark Queen's tower at the planet's core, these tough-talking toads battle through ten levels of hideous mutant rats and deadly devices. There's practically no difference between this version and the 8-bit Nintendo version. If it's endless hours of breakneck, thumb-numbing action you're looking for, don't look any further — the toads'll keep you up at night.

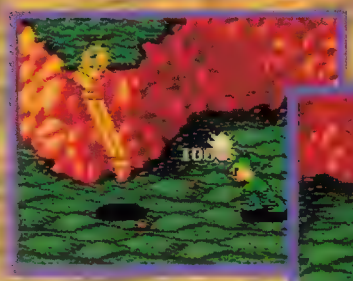
Tradewest, 2400 S. Highway 75, PO Box 2097, Corsicana, TX 75110

Long hair, dark eyes, and she'll fight at the drop of a hat. No, it's not Shannen Dougherty, it's the Dark Queen!

Ragnarok, known popularly as the armpit of the galaxy.

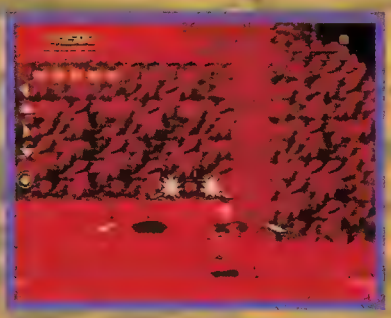


The surface of Ragnarok looks peaceful, but appearances can be big-time deceptive!



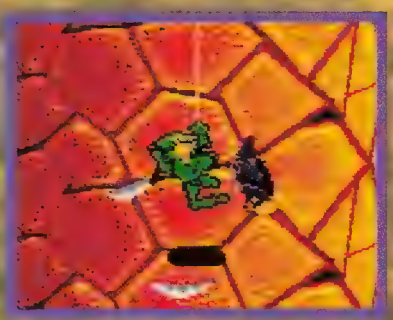
Smash these walkers and use the pieces as weapons.

Knock out a dragon with a walker's leg, and you can hop on and ride it around. Neat, huh?



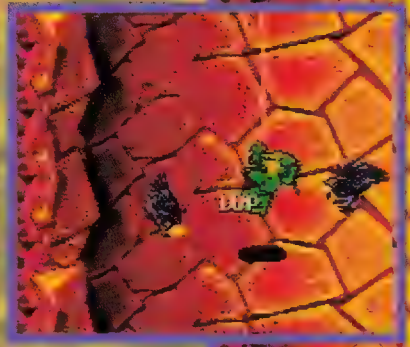
At the end of the stage you'll fight the unseen Boss Walker. Stay out of the way of its beams, then pick up the energy ball and hurl it right through the windshield!

Into the bowels of Ragnarok — a journey fraught with peril.

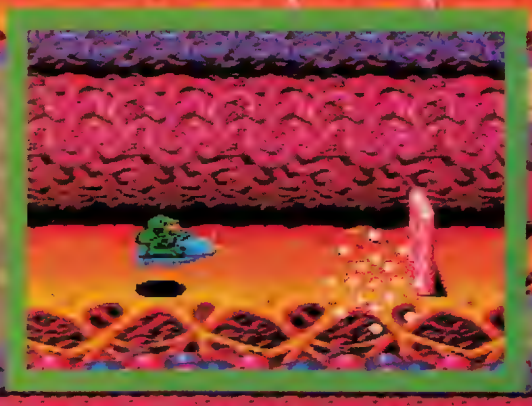


When you kill one of these mutant, cable-cutting ravens its beak snaps off. They just don't make 'em like they used to. Grab the beak and use it as a weapon.

Hit a raven enough times and you'll get a 1-up!



THE TURBO TUNNEL

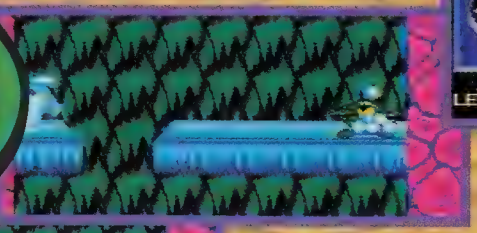


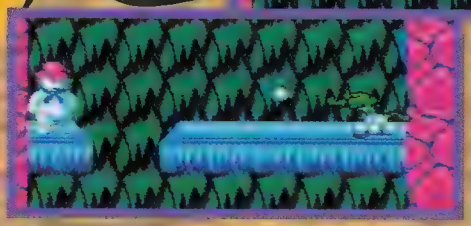
Keep an eye out for this flashing spot in front of the tenth wall in the last, fastest section of the level. Hit it, and it warps you to Level 5!

Rat rockets drop sections of wall in front of you — note that the walls are low enough for you to hop over.

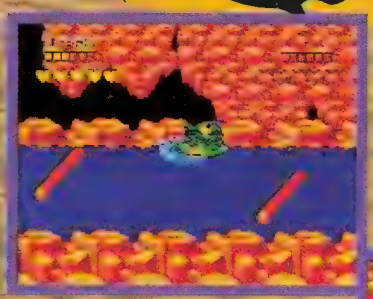
DANGEROUS TIMES AHEAD

After the turbo tunnel, things get worse!





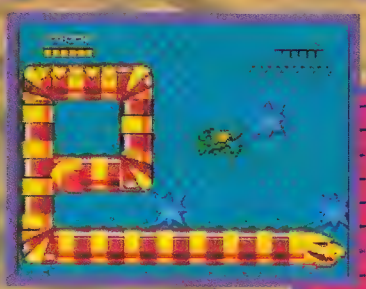
The ice cavern is slick and cold, and evil snowmen wait to pelt you with deadly snowballs. Duck under the high snowballs, jump over the low ones, and whip out a deadly fastball of your own — no overgrown snowflake is gonna stop this toad!

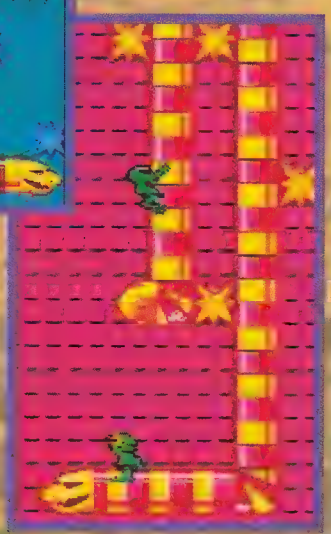


Introducing the amazing surfing toad! You can't jump when you're on the jet board, so your only way of avoiding obstacles is to zip around them.

Big Blag looks tough, but just wait on the far side of the screen until he's flicked his tail at you, then charge in and smash him with a Battletoad Butt. When he jumps up off screen, run right or left to avoided getting pounded flat when he lands.

After the Turbo Tunnel, the Firecave is easy — almost.





Climb your way over giant flying snakes — everyone's worst nightmare. Look before you leap: the snakes get twisty and double back on themselves, so make sure you know where you're going.

You can grab the snakes and hang on when they go vertical, but in the last section of the level you've got to watch out for spikes overhead.

Making your way up the elevator shaft is tricky. Watch out for deadly gassers and these Sucka fans — keep jumping in place to avoid being sucked in.

One other thing about the elevator shaft: the trip is strictly one way. If you fall off the bottom of the screen you die, so make sure every jump counts.

ROAD AVENGER

SEGA CD/
RENOVATION

Renovation
4655 Old Ironside Drive
Suite 265
Santa Clara, CA 95054

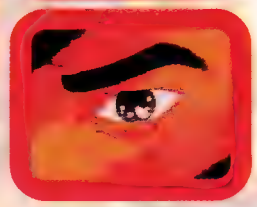
DURING YOUR TEN YEARS AS A MEMBER OF THE POLICE SPECIAL FORCES, YOU'VE FOUGHT THE TOUGHEST MEMBERS OF S.C.U.M. — A DANGEROUS UNDERGROUND TERRORIST MOVEMENT. BUT THIS TIME THEIR HIGH-SPEED EXPLOITS HAVE GONE TOO FAR. DURING A DRIVE UP THE COAST WITH YOUR FIANCEE, S.C.U.M. BRUTALLY ATTACKS YOU, RUNNING YOUR CAR OFF THE ROAD. YOUR FIANCEE DIES. YOU SWEAR REVENGE, AND PREPARE TO TAKE THE BATTLE TO THEIR TURF—THE HIGHWAYS.

HOLD ONTO YOUR HELMET AND STRAP YOURSELF IN — RENOVATION'S ROAD AVENGER IS ABOUT TO TAKE YOU ON THE RIDE OF YOUR LIFE! YOU MAY NOT HAVE TOO MUCH CONTROL OVER THE GAME, BUT THE FAST-PACED CARTOON ACTION WILL CERTAINLY KEEP YOU ON THE EDGE OF YOUR SEAT.

— VINCE MATTHEWS

ROAD AVENGER

S.C.U.M. : THE ENEMY



GETTING THE S.C.U.M. OFF THE STREETS

You were once a member of an elite police force known as S.T.O.P. Now you're a vigilante known as the Road Avenger!

THE OPEN ROAD

Crank it!

Gun it!

Turbo Icon

Brake Icon

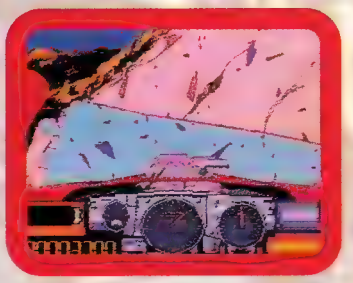
ICONS

When you play in Normal mode, Indication Icons appear telling you which way to turn, when to use your turbochargers, or when to brake. When an icon appears, press the responding button and *continue* to press or "turn" in that direction until the icon disappears.

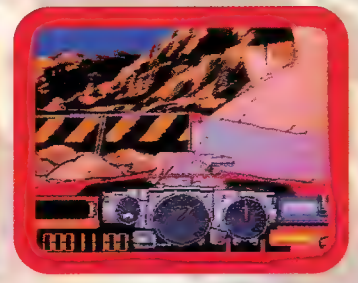
Turning Icon

YOU'RE GOING THE WRONG WAY!

Make a mistake and you'll pay the price! *Road Avenger* has several different endings to let you know you made a *big* mistake!



A close call!

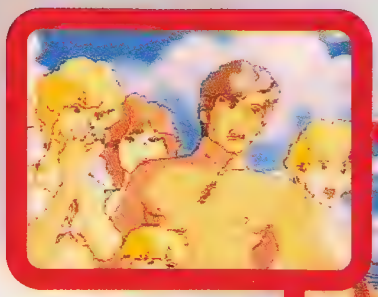


This road block can help the Avenger or hurt him.

A missed turn!

ROAD AVENGER

Awesome wrecks and explosions highlight *Road Avenger*.



Catch some air down by the ocean.

LEVEL ONE: BEACH BLANKET BANG-UP

Pedestrians, pedestrians, pedestrians! Look out for 'em, and avoid 'em. This is a bumpy ride, so be ready to move fast.

R, L, L, R, B, R, R, R, T, B, R, L, T, R, L, R, R, R, L, L, L, B, R, L, L, R, R, L, R, L, T, L, R, B, L, R, T, R, L, R, T, L, T, T, B

CONTROL CODES

We've listed the correct sequence of driving maneuvers for the first five levels of *Road Avenger*. This should give you an advantage over S.C.U.M., so remember the sequence and be ready!

R = TURN RIGHT
L = TURN LEFT
T = TURBO
B = BRAKE

LEVEL TWO: CLOSE CALL CANYON

Quick reaction times are essential! Heavy machinery crowds each canyon road, so keep your eyes on the icons!

L, R, L, R, R, L, L, T, R, L, T, L, R, R, T, L, R, B, T, L, R, L, R, T, T, B, L, R, T, L, B.

LEVEL FOUR: JUNKYARD DOG

Hounded at every turn by S.C.U.M., the Road Avenger must plow through a tight junkyard. Be quick on the brake or you'll end up on the scrap heap!

R, L, R, L, B, R, L, R, L, R, T, R, R, T, B, R, L, R, T, L, R, L, R, T, R, L, T, B, L, L, T, B, R, B.

LEVEL THREE: HIGHWAY HIJINKS

Carjackings and out-of-control gas trucks are just a few of your problems when S.C.U.M. takes the highway - and to the hood of your car!

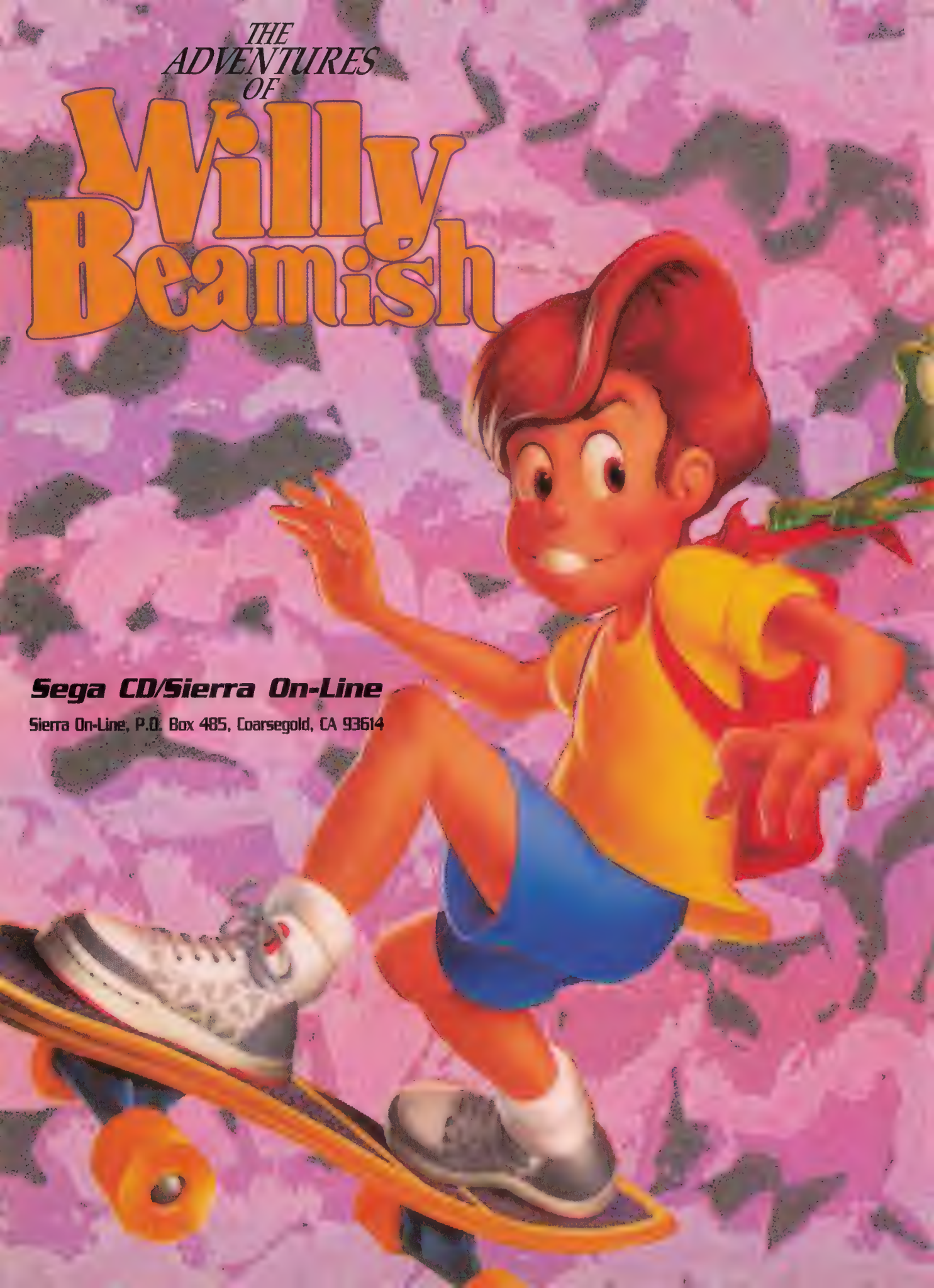
L, R, R, L, R, L, L, L, R, L, L, R, B, R, L, B, L, T, T, R, L, R, L, L, T, L, R, T, L, T, L, R, T, R.

LEVEL FIVE: BRIDGE OVER TROUBLED WATER

This is no walk in the park. It will take a turbocharged lunatic to cross this bridge alive. And fortunately, the Road Avenger is just such a person.

T, T, T, L, R, R, L, B, L, R, L, R, R, R, L, T, R, L, T, R, T, R, L, R, T, L, R, L, T, B.

GP


THE ADVENTURES OF
Willy Beamish
Sega CD/Sierra On-Line
Sierra On-Line, P.O. Box 485, Coarsegold, CA 93614

Willy's day starts out badly. Keep cool, though — sooner or later, Ms. Glass falls asleep on her own.

Lie to the teacher, and you'll wind up in the nurse's office. Lie to the nurse, and you'll end up in the hospital!

Willy Beamish is not a game for beginners, or for the easily discouraged. Don't let those terrific, cartoon-like graphics fool you: This disc's numerous puzzles are some of the toughest, most challenging brain-bogglers ever invented.

Willy Beamish was originally designed for home computers. But while the PC original told its story with text, the Sega CD version uses real voices and digital sounds to draw you into the adventure. And no shortcuts were taken in bringing *Willy* to Sega CD. From start to finish, the Sega CD version contains every scene and event in the PC game. It's a huge title, and you'll have to explore everywhere, experiment with everything, and come at every problem from a number of angles.

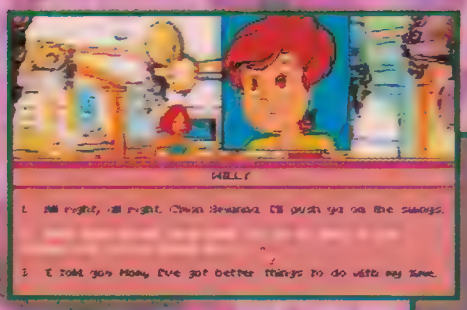
This is one of the first graphic adventures for Sega CD, and other Sierra games (like *King's Quest V* and *Space Quest*) are in the works. With its huge capacity for storing graphics and sound, the Sega-CD is a natural for big, high-quality RPGs — and *The Adventures of Willy Beamish* is a great example.

— Jeff Lundrigan

You need a pass to get by Coach Beltz. Use a few crayons and a little ingenuity.

If you wind up in the principal's office, be as polite as possible. And give him back his hair.

Spider isn't the kind of guy you want to mess with. If he corners you, give up your precious Game Buddy.



When you get home, you've got a choice between helping Mom and playing with your sister. Help Mom — it'll only cost you a finger (sisters are dangerous!). Be sure to disinfect that nasty cut, though.

Dad has some bad news at dinner time. Better cough up that report card you intercepted earlier. Keeping it'll just get you in more trouble.

Feed Duffy. In fact, anytime Duffy wants anything, like a walk, give it to him. He'll get restless and cause trouble otherwise.

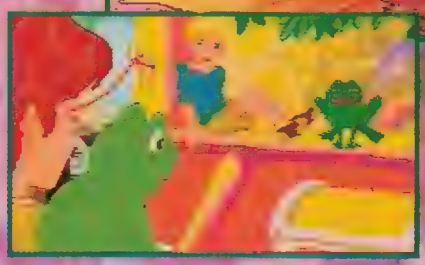
While you're at it, do any odd job you come across. You'll need the money later.

Only one task remains on the first day: face down Tiffany and get your Nintari key back. One little green friend in the tub is all it takes.

Ah! Truly this has been a full day — and they get a lot fuller!

Next morning, while your Dad is lining up a new job, go ahead and feed Brianna — she'll cause a ruckus if you don't.

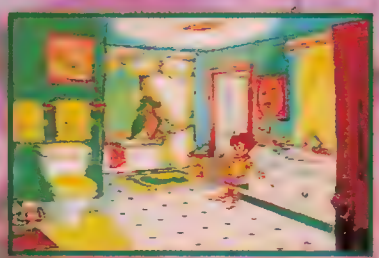
Now, get out of the house! First stop — the tree fort, where Dana and Perry are hanging out. Dana has a frog as well, and her name is Gigi — looks like she and Horny are nursing a full-blown case of Amphibian Lust!



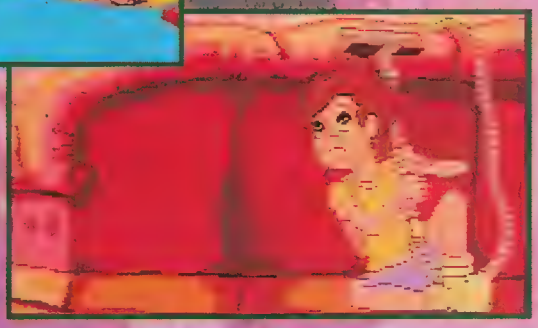
When the three of you split for pizza, you'll have a second run-in with Spider. Run to the bathroom. Notice the "No Smoking" sign? Ditch it fast! Once Spider follows you, give him something to read, get out of there, and let nature take its course — bye, bye, Spider!

Sometime, you'll want to hit the park and practice frog jumping. Two things can make Horny jump farther — the one to remember is Amphibian Lust!

When you get back home, you'll be disappointed to see that your parents have hired a babysitter — the babysitter from hell!



Run to the bathroom (this is getting to be a habit), where you'll find something to slow the evil beast down.

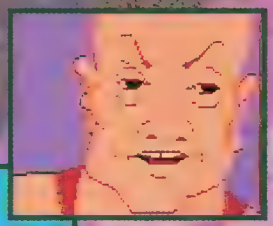


You'll need to find a more permanent solution to the baby sitter problem, though. Head to Brianna's room for some bait, then back downstairs. You'll have to toss the bait on the table, but the ultimate solution to your problem sucks.

Day three, and you're heading for Olde Towne. While you're there, visit the T-shirt stand (you do have that photo from the Slice of Life, don't you?).

You'll need a token for the ferry to West Frumpton — take one.

On the ferry you'll meet a family of Japanese tourists. Say "Hi."



Once you have your frog jump entry form, head for the Golden Bowl. Talk to the bouncer until...

...the Cripes show up! You'll need something you got from the tourists here, but don't try anything lethal. Then, twist the tap nut at the very top of the hydrant and get out of there! Head for Tootsweet.

With a belly full of sushi, Willy drifts off to sleep. Another fruitful day...

If you ever wake up to find a crowd of reporters waiting outside your front door, just go back to bed — really bad days start out this way. Unfortunately, Willy has things to do.

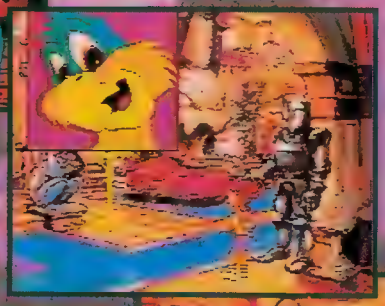
First, you'll have to convince Dana to go to the frog jump with you (you'll need that Amphibian Lust on your side). Give her something that proves your friendship, and she'll go.

On the ferry to West Frumpton (you don't need a token this time), meet the legendary Turbofrog.

You can't win against Turbofrog, so take him out of competition: if he eats, he'll just fall asleep. Put your jar of flies down next to him — he'll scoop it up and eat his fill.

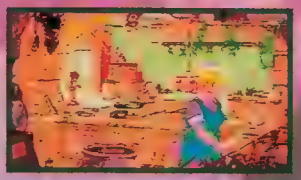
After the contest (you should come in second, after Gigi, thanks to Amphibian Lust) the frogs get loose. Follow Horny into the Tootsweet building.

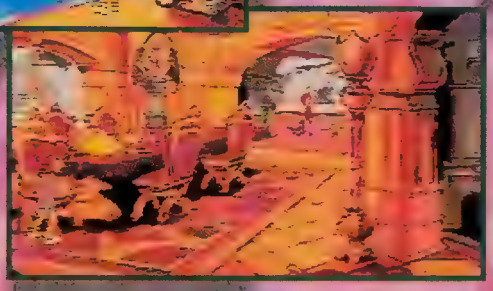
Your Nintari key and dogtag necklace will make a handy sleep-inducing device. Wave it at the guard and he'll be HYP-MO-TIZED.

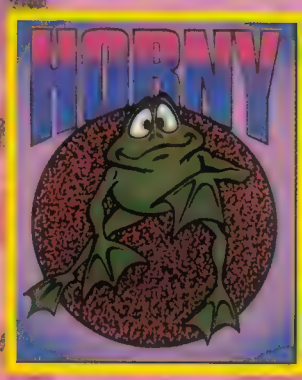


Use the jet ski you won in the contest to get to Humpford Mansion. Inside, there's a talkative parrot who'll sound the alarm unless you can convince it not to. Be extremely polite. One wrong word and the jig is up. You'll need the tablecloth from the dining room to muffle the sound of the armor.

Now rescue the frogs from the kitchen. First distract the chef, then sneak up behind her. Move the cauldron closer to her (you'll need to lubricate the floor first), then ride the frog conveyor around. She'll be so startled, she'll fall into the pot (better muffle those screams!).







Cool Spot

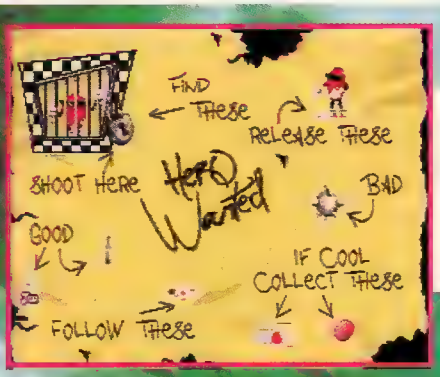
You've probably seen those 7-Up commercials where the little red spots climb down from the company's logo and run around altering people's cola beverages. It's been a successful ad campaign for the company, and Sega's *Cool Spot* isn't the first video game based on the spots' wacky antics. But it is the best.

Cool Spot is not only the best Spot game we've seen, but also one of the best-looking Genesis titles in quite some time. The characters and backgrounds are big and crisply detailed, and everything has a sharp, 3-D look. With its great soundtrack and challenging game play, *Cool Spot* has the makings of a best-seller.

You play as Spot, and you're out to rescue a fellow spot who's been kidnapped and locked in a cage. Since spots are pretty tiny, even mice and little birds can be dangerous enemies — needless to say, you'll have to be on your guard.

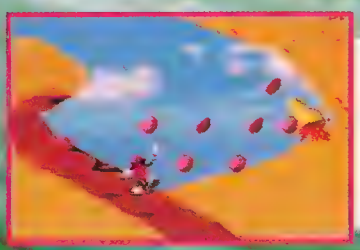
Jonathan Gagnon

Surf's Up! Grab your board and get ready to hang ten!



The map lets you know what to collect and who to find in each level.

Shell Shock

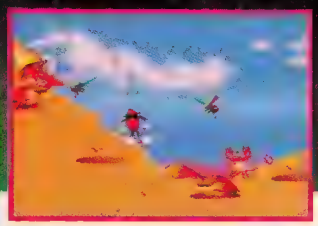


Be sure to check along the beach. There are plenty of spots hidden among the dunes.

In this level, you'll jump from balloon to balloon while collecting the spots floating in mid-air.

Spot must learn to use these bubbles to jump from balloon to balloon.

Fall from the balloons and land in the beach chair for more spots. Don't forget to check the seat!



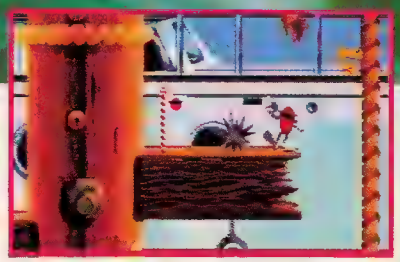
These crabs don't like spots. When you shoot the hermit crab, he runs toward you in his boxer shorts.

If you've collected enough spots, you can proceed to the Bonus Stage.

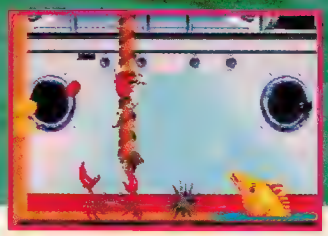
Bonus Stage

The Bonus Stage takes place around a huge 7-Up can. Collect clocks and letters to earn extra continues.

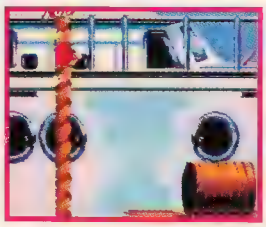
Pier Pressure



This stage finds our hero wandering the docks of the waterfront. Don't touch the spiked balls, and look for flags. Hit a flag, and you continue from that point if you lose a life.

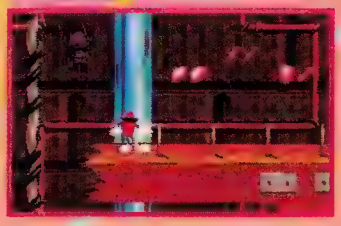


Check out what's happening below before you continue onwards.



7-Up icons are worth seven spots — but they're usually hidden, like this one located above the rope and just off-screen.

Off The Wall

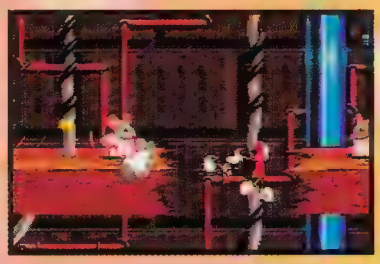


This level takes a lot of patience. Your jumps must be exact as you leap between the nails, or you might be impaled on them.

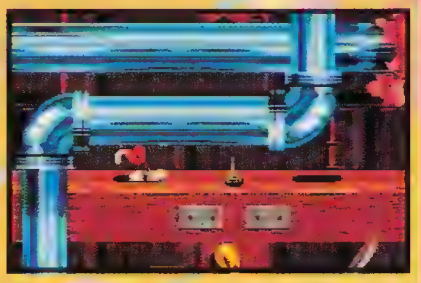
These mean little mice throw cheese at you. Use your fizz attack to counter the cheese, and don't step on any mousetraps!

Off The Wall cont.

The mice can throw the cheese through walls, so be on guard.



Crossfire! Stay just below the mice as you climb the screws, then wail on them.



There are plenty of hidden spots behind the pipes.

Wading Around

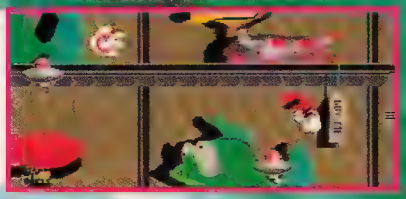
The water in this level is in-stant death. Jump from the edge of the lilly pads to clear the water.

Snag glasses of 7-Up glasses to restore your health.

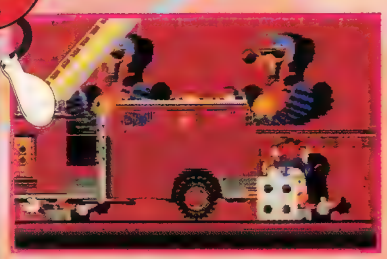
Use bubbles to reach higher platforms. You can steer the bubble to the left or right.

You must steer the bubble all the way to the right before it explodes. That way, you'll land on the blimp.

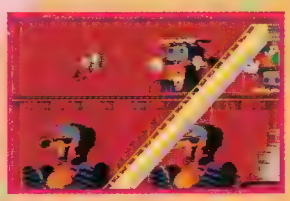
Jump on the little space-ship, but don't stand there for long. It'll flip over almost immediately, so keep on going!



Toying Around



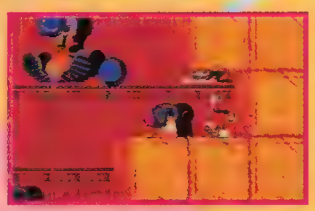
There are hidden spots in the fire engine's windows.



Climb the fire engine ladder to reach new heights.

Look for enemies below before you jump off the piles of cards.

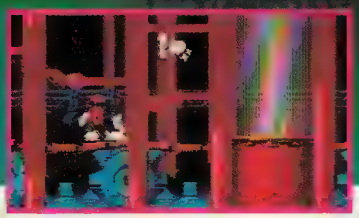
You'll find hidden spots behind these boxes.



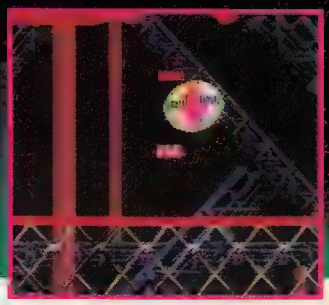
When you find your friend, shoot the lock to free him.

Radical Rails

In the Radical Rail Stage, be prepared for some serious speed. To control Spot, you'll need to keep jumping.



1-up icons like this one are hidden near the bottom off the screen.

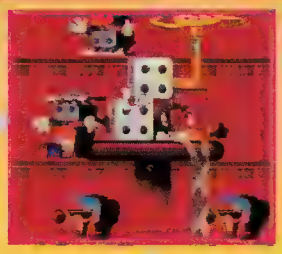


Take a breather from all those girders and use the bubble to climb upwards.

Wound Up

This level looks kinda familiar. But there are some differences, such as these erasers that come to life. Wait until they stop spinning, then shoot them.

Don't stand too close to the green blobs when you shoot them. They'll explode all over you!



A 1-Up icon in its natural setting. See how it blends in with the dice?

Loco Motive

The theme from *The Magnificent Seven* plays as you make your way through the Loco Motive Stage. Check around the engine for a 7-up icon.

Take a peek inside the train cars to find hidden spots.

There are cowboys in these here trains! Don't scroll the screen too quickly, or more enemies will appear.

This tennis ball conceals more spots.

These birds certainly aren't the friendly type — they drop soccer balls on you!

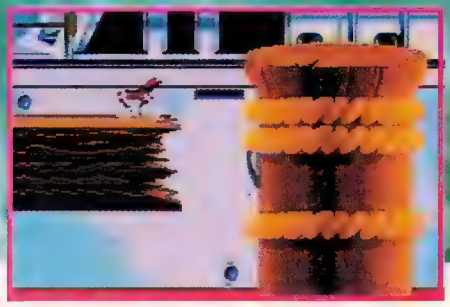
Hop on the balloons, but inch your way to the edge so that you will clear the jump.

Time to free another friend.

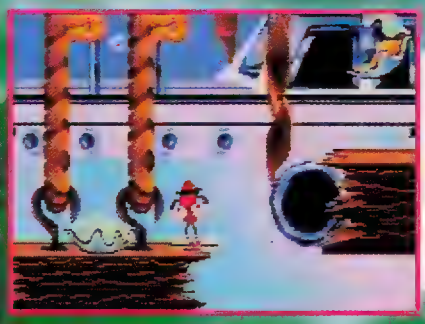
Back to The Wall

This stage looks just like the third one, but there are some slight differences. If you approach the mouse trap from the right, you can use it to propel yourself upwards.

Rock & Roll

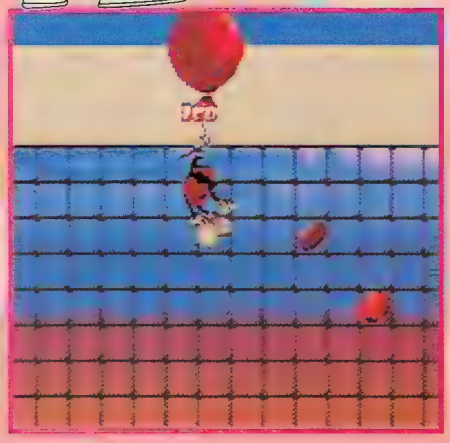


This level is just like Pier Pressure, but a little bit harder. Be careful when you fall from the rope this time — you might fall off the screen.



The clams shoot pearls at you. If you get caught between two of them, you have a **PEARL JAM!** (Sorry.)

Surf Patrol

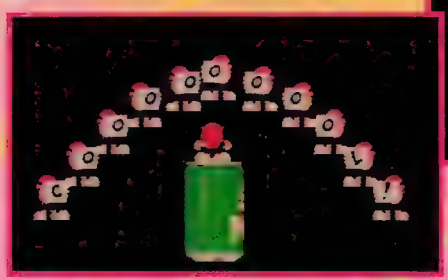


The last level brings you back to the beach — but with volleyball nets and moving balloons.

This 7-Up can gives Spot a breather from those nasty crabs below.

High Score!

Great job, Spot. Coooooool!



GP

ROLLING THUNDER 3™

GENESIS/ NAMCO

Namco, 3255-1 Scott Boulevard, Suite 102, Santa Clara, CA 95054

You thought you'd put an end to the terrorist organization Geldra when you eliminated Gimdo, the unscrupulous arms merchant who teamed up with Geldra to destroy the world's communications satellites in *Rolling Thunder 2*. But now Dread, Geldra's second-in-command, has crawled out from under the rock where he's been hiding, and you can be sure he's up to no good.

When you took on Geldra and Gimdo in *Rolling Thunder 2*, you had the female operative Leila to help you foil their plans. In *Rolling Thunder 3*, though, you're on your own. But don't worry — WPCO has given you a slew of high-tech and high-powered weapons to help you through the game's ten levels.

You begin each level with your trusty pistol, and you can also carry either a knife or one of the special weapons. If you choose the knife, rooms that normally would give you more of your special weapon will instead add to your life bar. Pick a special weapon, however, and it's not available for the rest of the game.

All these choices give *Rolling Thunder 3* a strategic element not found in *Rolling Thunder 2*. It's best to play each round with the knife first in order to find how many and what kind of enemies you'll be facing. And you can use the game's password feature to try many different approaches. If you pick the bazooka for level 2, for example, and discover it's not the best choice, just let yourself be killed and write down the password. You'll be presented with all the weapon choices you had before you started that level.

Rolling Thunder 3 has everything arcade fans look for in a game — crisp graphics, a jamming soundtrack, secret levels, cool weapons, and *plenty* of enemies to tangle with. Defeating Dread won't be easy, but the fate of the world lies in your hands!

— Stephen Poole

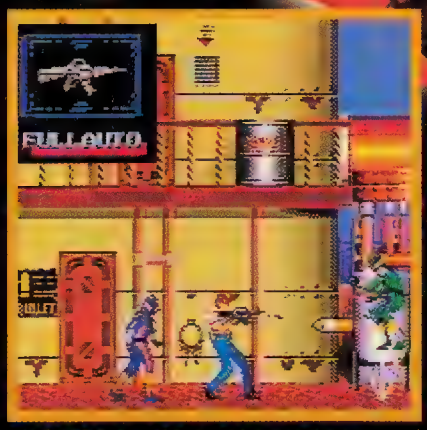
ROLLING THUNDER 3™

Your prey this time out: Dread, second-in-command of the notorious terrorist organization Geldra.

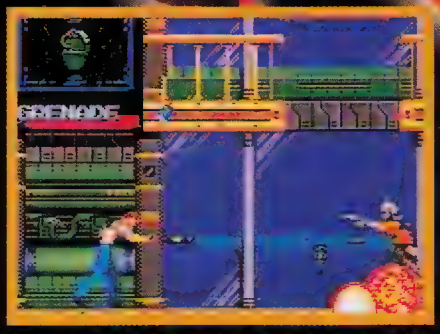
You play as Jay (clearance JC-KAL), and begin the game with only your wits, a knife, and a gun that's big enough to make Dirty Harry jealous.

CHOOSE YOUR WEAPONS!

Bazooka High power and long range.

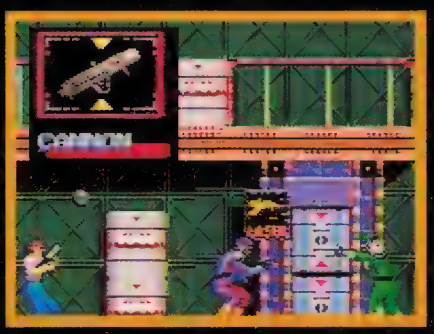


Full-Auto Machine Gun Rapid-fire destruction.

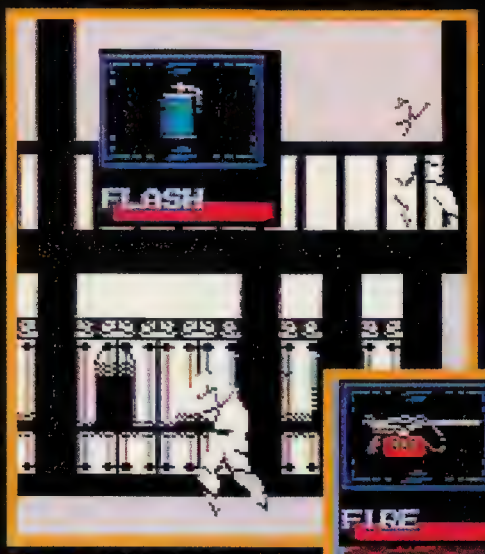


Grenade Guaranteed to make an impact on Maskers.

Shotgun Wipe out enemies above and below simultaneously.

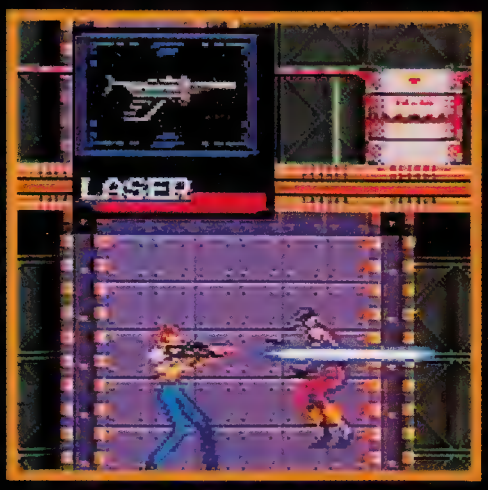


Cannon Perfect for hard-to-reach enemies.

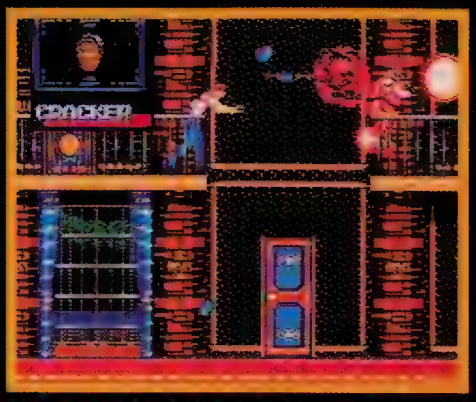


Flash Blind the enemy and move in for the kill.

Laser Clear the path ahead with this deadly, hi-tech weapon.

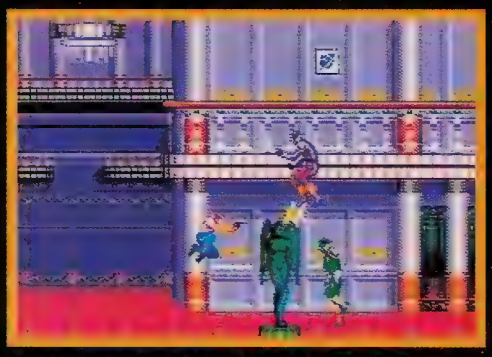


Fire Give those baddies a hot-foot — and then some.



Cracker Not the kind you eat with your soup!

NEW MOVES FOR OLD FRIENDS



Jump and shoot (pistol only)

Shoot at a 45-degree angle

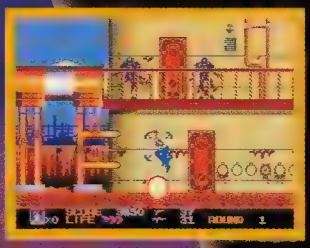
Hack 'n' slash with your WPCO-issue knife

ROLLING THUNDER 3™

OIL REFINERY

You can take out two or three Maskers at once by sending a couple of bullets into these oil tanks. You can also use your knife to send the bad guys up in flames, but don't get *too* close!

Safely blast enemies by standing on top of an oil tank and opening fire.

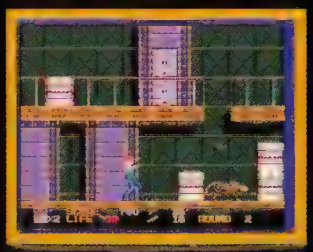


Move slowly through the first level, and a targeting mechanism appears to blast you with lasers.

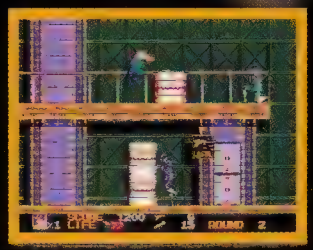
Bonus points are awarded at the end of each round for unused ammunition and special weapons.

Looks like they don't make Maskers they way they used to!

THE FACTORY

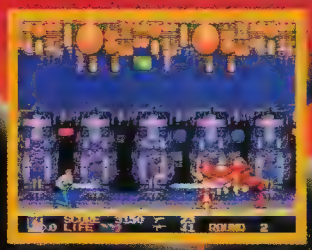


Robotic canines guard Dread's factory. You can shoot over the crates with either the Cannon or Grenade while minimizing the danger to yourself.



Climb on these stacked boxes, then jump and shoot to clear a path on the upper level.

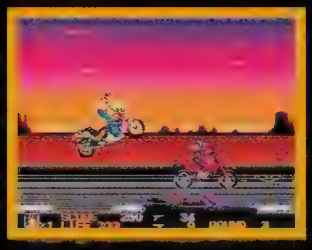
The Laser is a good special weapon for this level. It takes out every Masker it touches, and there's a room with bonus Laser shots to boot.

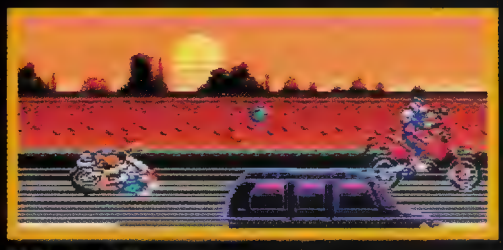


The boss of Level 2 is this crablike robot. Use the Laser you found on this level until it's spent, then use your pistol. Watch out for his leaping attack!

HIGHWAY

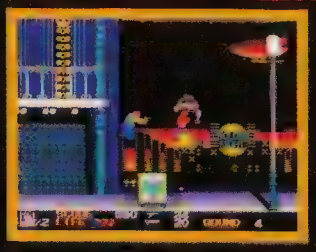
H.Q. radios you with the message that a car has been spotted leaving the factory, so you hop on your hog and head out on the highway. Keep your eyes peeled for roadblocks!





Wipeout!!

LAS VEGAS NIGHT



Female Maskers dressed in red flip toward you before delivering a deadly sidekick. It takes two bullets (or one cut with your knife) to finish them off.

These Golden Girls aren't senior citizens — it takes four bullets or two whacks from your knife to send them to the Masker recycling bin.

Shoot upward to knock out a street lamp. It doesn't do any damage to your enemies, but it sure is fun!

This isn't a long level, but if you don't keep moving, that nasty targeting mechanism appears again.

DREAD'S BUILDING

The Maskers dressed in red and gold are extra durable—you'll need five bullets for each one.

These Maskers are persistent, but they're not too bright. Stand on one side of a crate and open fire.

You'll find a Flash halfway through the level. Toss one into the air, and it only takes one bullet to kill any Masker you meet — *if* you shoot while they're still rubbing their eyes.

Just as you close in on him, Dread makes a last-minute escape.

PACIFIC OCEAN

Dread is headed for Easter Island, so fire up the jet ski and get moving. You've got only 40 bullets to protect yourself during the entire trip, but don't worry — the guys in front of you jump off their jet skis after firing a single shot.

The real danger on this level is the mines laid by Dread's minions.

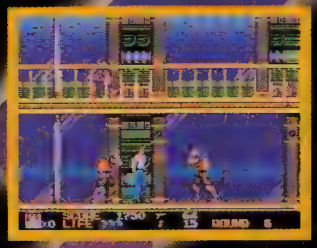
EASTER ISLAND

If you run into two enemies tossing grenades, retreat and hold your ground for a few seconds. Chances are, one of them'll lob a grenade right onto the other one.

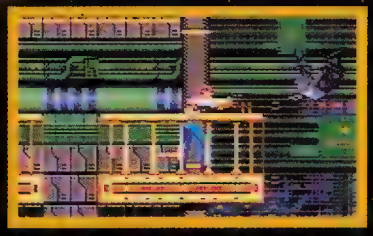
Green Maskers like to do acrobatics before settling in for an attack. Stand on a crate and shoot them while they're in midair.

Destroying the boss of Easter Island is no problem. Dodge his shots as you stand on the platform at the left of the screen, then hop down and toast him with a flamethrower.

ROLLING THUNDER 3™

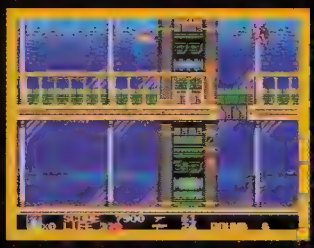


It can take three or more bullets to kill many of the Maskers guarding Dread's base. Use the Flash to save ammo for the boss.

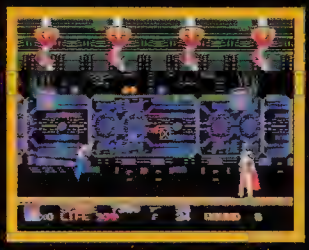


If you're on the lower level, use your 45-degree shot to stop these bats before they get close; if you're on top, wait until they begin their approach before squeezing the trigger.

UNDERGROUND BASE



Laser turrets are scattered throughout Dread's underground base. If you're on the upper level you can jump and blast it with your pistol, or toss a Cracker to blow it up. The spread from a Shotgun will destroy it whether you're on the top or bottom level.



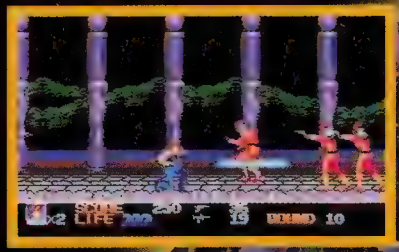
At the end of the level you discover Dread — or at least someone who looks a lot like him! Pour lead into him as fast as you can, but don't forget the guns mounted on the ceiling.

HI-JACK

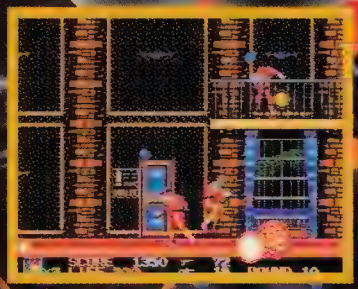
You're headed home, confident that you've put an end to Geldra, when these masked terrorists appear. Look familiar, don't they?

You don't have nearly enough bullets to kill all the terrorists hiding on the plane, so the only way to get to the cockpit of the plane is to be quick with your blade.

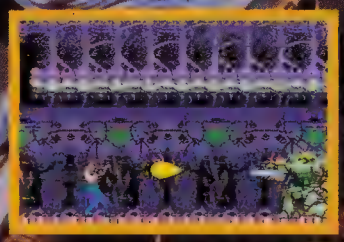
DREAD'S CASTLE



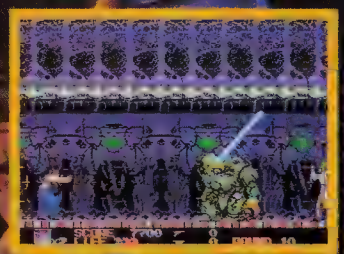
Lasers are your best bet for this level. Several enemies will approach simultaneously, but one laser bolt cleans 'em all out.



Duck in the first bullet door you see and stay inside. The guys on top will chuck grenades downward, taking out at least one Masker for you.



The boss of this final level looks a little bit like the boss of The Factory, only this one shoots lasers. His shots are easy to dodge, though, and if you remember to shoot only when he's kneeling, you should smoke him pretty fast.



You've finally cornered Dr. Dread on his own turf. Go ahead and use up a few lives studying his pattern of attack — it's the only way you can hope to dodge his lethal plasma beam. Be sure you have plenty of bullets before you enter this final battle.

GP

Tiny Toon Adventures

Buster's Hidden Treasure

CHRIS SLATE

One fine spring day at ACME Looniversity, Buster Bunny and his friends found an old treasure map while cleaning a warehouse. Immediately, Montana Max (who hadn't helped much with the cleaning, I might add) snatched the map out of Buster's hands and declared the treasure his! To keep Buster from taking the map back, Max kidnapped Babs, Fifi, and Shirley the Loon. He then asked the dastardly Dr. Gene Splicer to make mind-control helmets, and he's using them to force Dizzy Devil, Plucky Duck, Hampton, and Calamity Coyote to search for the treasure!

What a maroon.

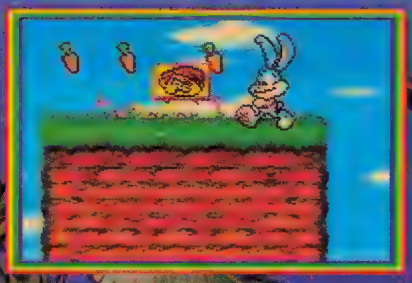
Now it's up to Buster and his friends Gogo Dodo, Sneezer, Concord Condor, and Little Beeper to track down the kidnapped toons and beat Max to the treasure.

What are you waiting for?!? Babs and the others are counting on you, so move it!!!

GENESIS/KONAMI

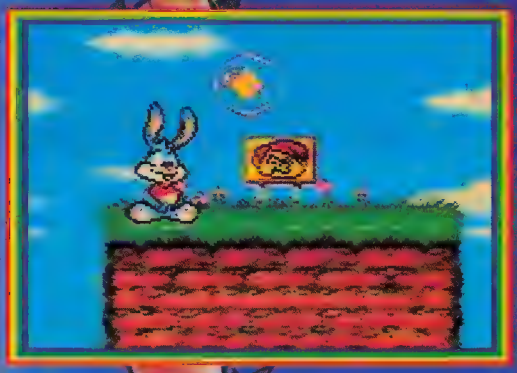
Konami, 900 Deerfield Parkway, Buffalo Grove IL 60089

Buster's Basics



Eating carrots helps Buster feel better. Although they don't replenish his energy bar, he'll gain another life after eating 50 of them.

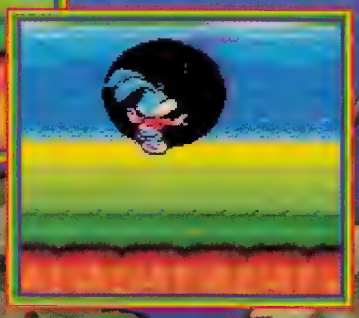
Hearts fill Buster's energy bar so he can keep adventuring. There are a lot of these, and some are hidden pretty well.



The crystal will turn Buster invulnerable for a short period of time. You won't find many of them, so when you do it's a good bet that you'll need it.

These springs toss you high into the air, where you'll find some amazing stuff. You might have to use them to escape a deadly trap, too. They come in handy all the time.

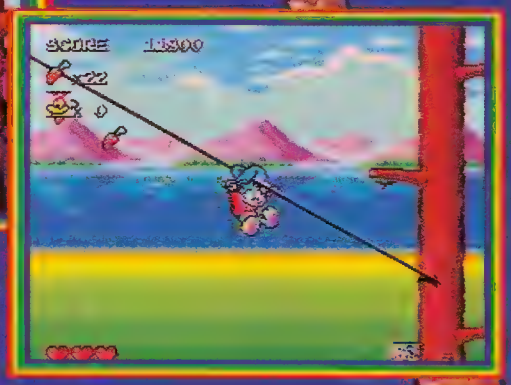
Whoa! Who left that can there? Watch where you're going, because Buster will be dazed and confused if he trips on a can.



Buster's pal Gogo Dodo will fly him from level to level. But first you have to find him.

Looks like Buster's getting tired of the basics. Let's get crackin'!

Use these ropes to climb from tree to tree. Most of the good stuff is usually hidden up high, so keep moving upward as much as you can. You can also slide down the ropes for a hasty retreat.



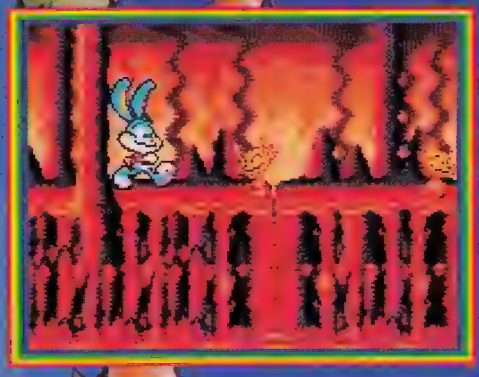
Some items are hidden behind false walls. Press Up while standing against a wall to find secret paths. Here, you find a bell — which not only refills energy bar, but also adds extra hearts!

Watch for these mud-pits — you'll sink into them if you don't keep moving. Deadly spikes usually await you at the bottom, but sometimes you'll find secret paths (if you're brave enough to go down and look).

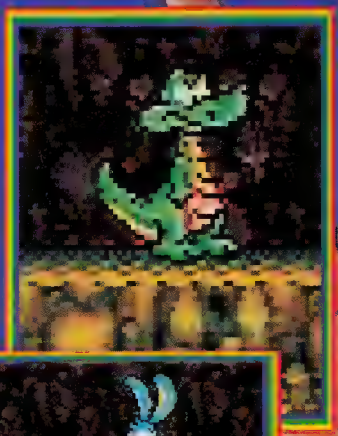
Yow! Falling Spikes!! You can run past these without much of a problem. Just make sure you're moving at top speed.

Spikes won't hurt you unless you touch their sharp tips. Here, you have to run across the tops of these spikes when they touch to form a bridge.

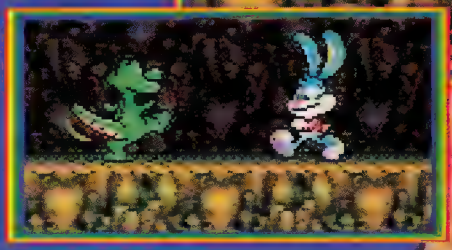
Don't get trapped with this rolling boulder. Jump back out of the pit just as soon as you jump in.

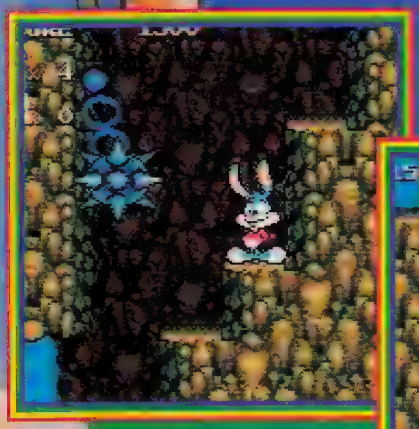


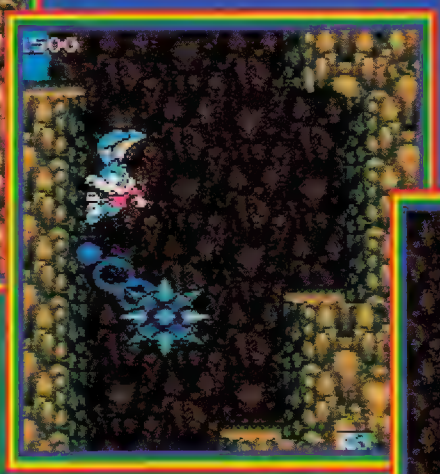
These little flame-guys don't look very intimidating, but they're tricky. Always follow a few steps behind them, because they'll occasionally split in two and one will come back toward you.



Wait for this 'gator to spin his tail before attacking him.

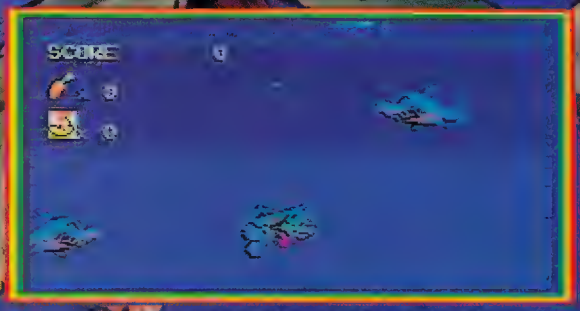






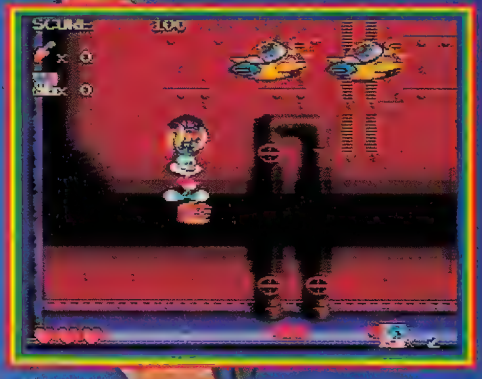
It can be tough to get this heart. Stand on the step just below the ball and chain. When it starts to come down, jump over to the patch of wall just above it, then spring back to the left to reach the heart.

If you're lucky enough to find this bulls-eye, you'll be warped to a place called Wackyland, where you can earn cool bonus items! Look for this entrance along the far left wall in the Waterfall stage.

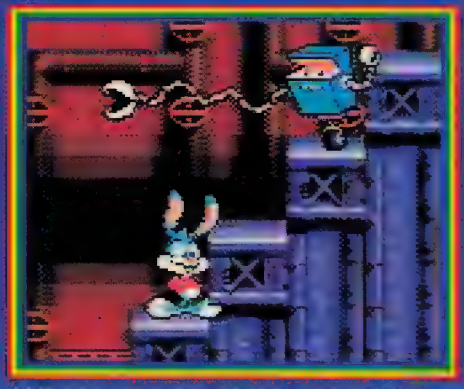


Don't swim near the surface in these underwater levels — sharks often hang out there. Stay underwater, and let the sharks swim above you.

Don't lose your footing in the slippery Ice levels. You'll die instantly if you fall into the many spikes.

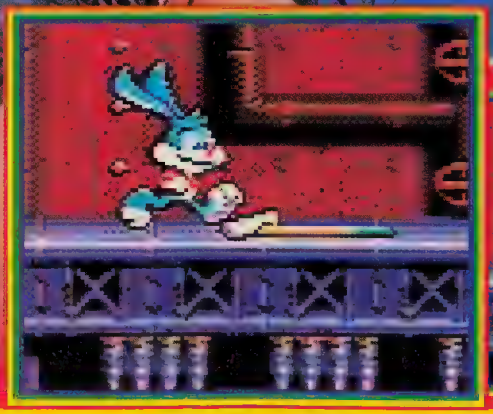


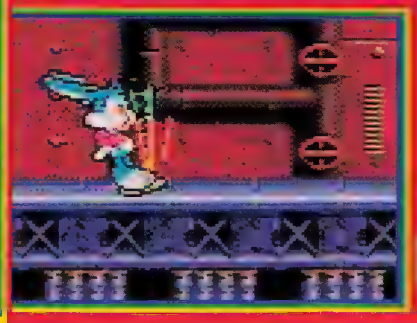
If you jump on this robot, his head will pop off and float into the air. Heh — kinky robot. Anyway, you can use its head to reach high, hidden places.



Whenever you come upon this robot, stop and wait for him to stretch out his arm — attack as he's pulling it back in.

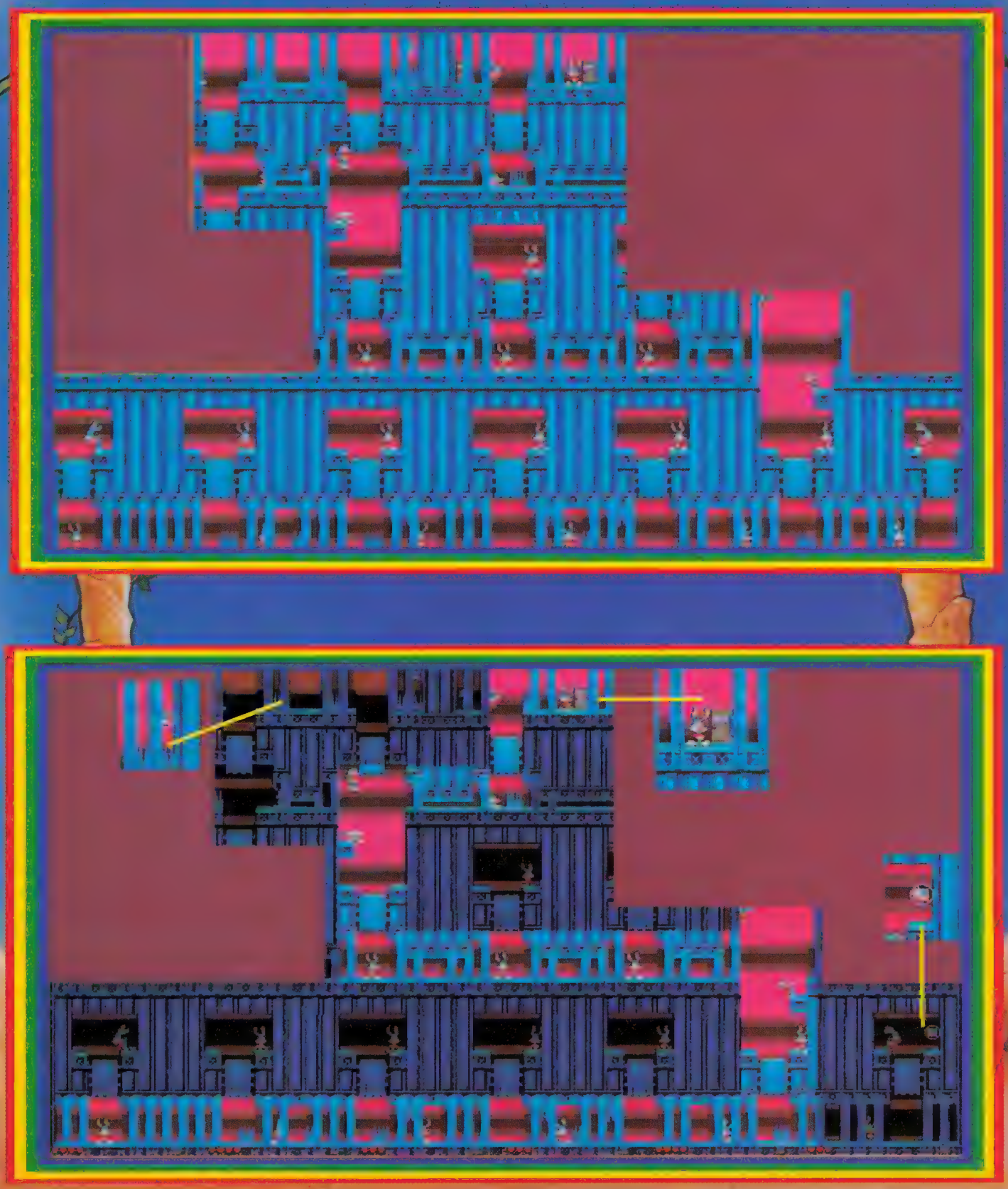
Learn the timing of these electrical charges to safely pass them.





OW!! Who'd have thought that amidst all of these evil, complex traps, a lowly garden rake would lay Buster low.

THE FINAL MAZE



F-15 STRIKE EAGLE II

Genesis/Microprose

No, you didn't miss anything. There was no *F-15 Strike Eagle* on Genesis. *Strike Eagle II* and the original *Strike Eagle* were originally developed for home computers; this *F-15 Strike Eagle II* is the Genesis version of the PC game, cut down a little and ported over. And since there aren't many flight sims for Genesis (just the terrific *F-22 Interceptor* and the not-so-terrific *LHX Attack Chopper*) MicroProse gets a gold star for adding another title to this much-neglected category.

All the basic flight-sim stuff is in place, including a surprising number of external views (everybody likes to watch a missile fly into the target). The animation is pretty smooth, and the plane flies OK. It does have a tendency to stall too easily in the turns unless you're going on full afterburner. But since fuel consumption is rarely a factor, this isn't much of a problem.

The enemy fighters you'll face can be pretty tenacious, especially at higher difficulty levels. They have a nasty habit of getting in close and making tight maneuvers around you, picking at your plane with cannons, taking you down by degrees rather than extending out and trying for a one-shot kill with a missile. It's an effective strategy that's a real challenge to deal with.

Strike Eagle II is set back in the olden days, when Soviets still roamed the planet.

Welcome to your first mission. Hope you like it, because all your missions are going to look a lot like this one.

Strike Eagle II sports plenty of external views. You can knock an enemy out of the sky, then pull back and watch the devastation from a better angle.

Now the bad news. *Strike Eagle II* doesn't put a lot of emphasis on extras. You can fly, you can blow up stuff, but that's about it. You've got four levels of difficulty and six possible theatres of operation, but every mission is basically the same: destroy a couple of ground targets, dogfight a few enemy fighters on the way in and the way back, and that's it. None of the settings is coupled to any sort of scenario, and the missions never lead to anything — you can't "win" the game, just fly an endless series of raids. You don't get to choose what kind of ordnance you'll carry or whether you'll need extra fuel — there's very little strategy to the game at all.

But Strike Eagle II is entertaining, and it's great to have another flight sim to choose from. Rank this one below *F-22*, but above *LHX Attack Chopper*.

— Jeff Lundrigan

Now go in and blow up those all-important ground targets. You'll have to use Maverick missiles — you can't use anything else.

Survive, and you'll get medals, promotions, and the adoration of the free world.

MicroProse, 180 Lakefront Dr., Hunt Valley, MD 21030

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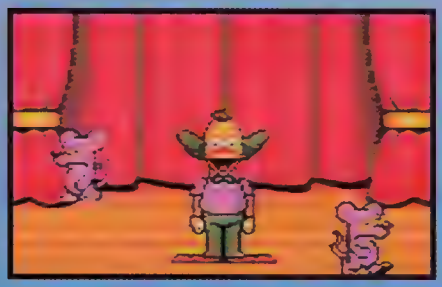
KRUSTY'S FUN HOUSE

Game Gear/Flying Edge

Although we've seen plenty of Genesis-to-Game Gear conversions, few are as successful as this latest cart from Flying Edge. The Genesis version of *Krusty's Fun House* won the Game Players award for Best Genesis Strategy Game of 1992, and the Game Gear version is every bit as good. From graphics to sound, it's fully as playable and entertaining as the 16-bit version.

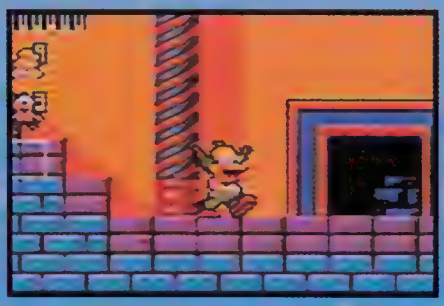


Krusty's Fun House makes the most of the Game Gear's graphics potential.

You play as Krusty from *The Simpsons*, trying to rid the Fun House of a *real* mouse problem. Every room in the house is infested, but fortunately the mice are pretty dumb. They'll walk right into waiting mouse-destruction machines — but you have to get them there first. By piling up blocks, fans, and other items, you must create a path that'll lead the vermin right into those gaping death traps.

Each room is a new puzzle, demanding new skills and solutions. The puzzles range from simple to maddening, moving up that scale at a fair pace. And while you do use many of the same items again and again, the *ways* you use them change all the time, so the action never gets boring.

Thanks to terrific graphics featuring the Simpson clan and other familiar Springfielders, great sound effects and music, and a nice sense of humor, the game surrounding all those brain-teasing rooms is as much fun as the puzzles themselves. The actual mouse-killer machines, for instance, are manned by a different character in each level. And each level's machine deals with the mice differently, from zapping them with a laser beam to grinding them into mouseburger. Once all the mice have been dealt with, Krusty's happy "Hhhhey!" lets you know it's time to move on.

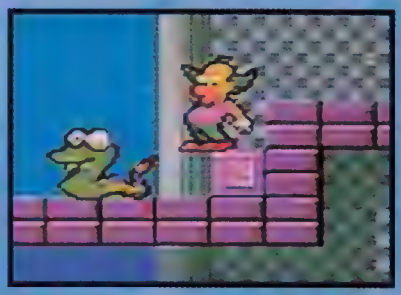


Each of these doors leads to another section of the Fun House, and in every section there are several rooms infested with mice. Once you enter a section, you can't leave until you've rid every room of vermin.

But the best thing about this version of *Krusty* is its nice use of the Game Gear itself. Krusty is big and well-defined, as are the other characters. The backgrounds are nearly as crisp as they were in the Genesis original. You won't have to squint at the screen, trying to figure out who's doing what. *Krusty's Fun House* is a winner, and it'll make you glad you own a Game Gear.

—Matt Firme

One of the many great mouse-mashing machines. Bart gives Krusty a hand in this section.



Not all the creatures in the Fun House are as harmless as the mice. This snake bites, and can kill you if you don't smack him with a few cream pies.

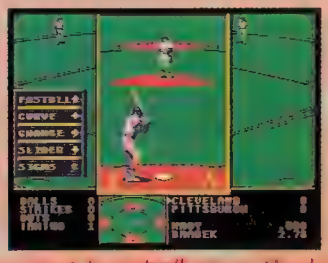
Flying Edge,
71 Audrey Avenue,
Oyster Bay NY 11771

TONY LARUSSA BASEBALL

Genesis/Electronic Arts

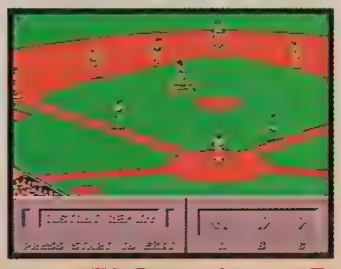
Over the past three years, Electronic Arts has become well-known in the video-game community for its hot 16-bit sports titles. Games like *John Madden Football, NHLPA Hockey,* and *Lakers vs. Celtics* helped define a new, higher standard in video gaming. But despite EA's incredible success, there has been one glaring omission in their sports catalog — baseball. Although the *Earl Weaver Baseball* titles on PC were well-received, the company hasn't been able to put together a baseball cart worthy of the EA Sports tag — until now.

Tony LaRussa Baseball deserves a place beside the other spectacular EA Sports titles. This 8-meg (plus battery) cartridge features full major-league rosters from the 1992 season, and lets you play a full or abbreviated season that can be saved at any point — even in the middle of a game.

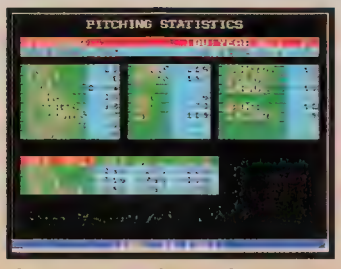


As in most baseball sims, the key to success is winning the pitcher/batter confrontation.

You'll see an enthusiastic celebration when you drive home a run.



That great EA Sports Instant Replay feature lets you relive your best plays.



Check out your players' stats to put together the best all-around lineup.

LaRussa has a three-quarters overhead view from behind the batter (the equivalent of sitting in the "300" level behind home plate at your favorite ballpark) with an enlarged view of the batter facing off against the pitcher. This perspective has ruined the batter/pitcher duel in plenty of baseball video games, but that doesn't happen here. In *LaRussa* you can set the pitcher on the right or left side of the mound, and can pinpoint his pitching location. Since every pitcher has four pitches, you can mix speeds and locations to confuse the batter, so this game doesn't become the video-game equivalent of batting practice.

Tony LaRussa's action is great, but it's the abundance of strategic options that place it in a league by itself. The game provides the important statistics you need to make good managerial decisions, such as your pitcher's success versus left- and right-handed batters. You also have full control over your defensive setup — you can shift your fielders in and out, left and right, guard the lines, or hold a runner by playing close to the bag.

The only drawbacks to *LaRussa* are its unspectacular graphics and sounds. You won't find the stunning close-ups of *Cal Ripken Jr. Baseball,* or the emphatic barks of an emotional umpire in *Hardball!*.

But overall, *Tony LaRussa Baseball* is a quantum leap ahead of past Genesis baseball titles. It possesses the right balance of action and strategy, and plenty of options so you can customize the game to your liking. If you're looking for a well-balanced Sega simulation of America's pastime, *Tony LaRussa Baseball* covers all the bases.

— PJ Cantrell

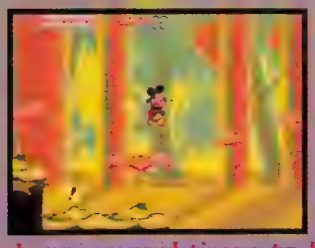
Electronic Arts,
1450 Fashion Island Blvd.,
San Mated CA 94404

WORLD OF ILLUSION STARRING MICKEY MOUSE AND DONALD DUCK

Genesis/Sega of America

Mickey's back for his third Sega Genesis adventure, and this time he's brought his pal Donald along with him! Their troubles start innocently enough: while practicing some magic tricks, Donald stumbles upon a strange-looking box that's been stored backstage. Donald, who thinks it would make a great addition to their magic act, steps inside the box and is magically whisked away! Mickey, unaware of the danger of the box, steps inside and Poof — he's gone too! Our heroes find themselves stranded in an eerie new world, with no idea how to get home. With no other choices available, the two begin to follow the path that stretches out ahead of them....

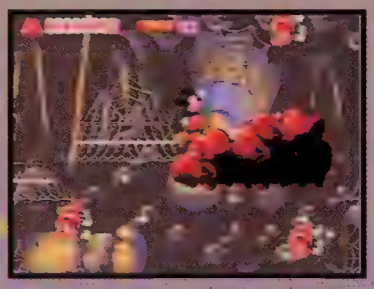
Game play in *World of Illusion* is a lot like that in Mickey's first Genesis game, *Castle of Illusion*. But unfortunately, the graphics and animation are more reminiscent of *Fantasia*, his second cart. They have the same blurred, cloudy look, almost as though the sharpness on your TV set is turned all the way down.



Each time you jump on these flowers, one stair appears. Jump several times to build your own stairway to hidden treasure.

Goofy helps you with the game options. You can play as Mickey, Donald, or team up with a friend and play as both!

Generally, Mickey and Donald walk across the screen from left to right, whapping nasty bugs and other bullies with their magic capes. While this provides a good amount of gentle fun, there's nothing terribly new or innovative about it. The two-player cooperative mode is the game's biggest plus, with player 1 controlling Mickey while player 2 takes Donald. Many of the game's challenges take good teamwork to solve, like using Mickey to lift Donald up to a higher place, or having Donald leap on a seesaw to launch Mickey high into the air.



Most of these webs will support your weight, but the spiders don't want you near them!

While *World of Illusion* easily outdoes the disappointing *Fantasia*, it doesn't reach the level of *Castle of Illusion*. It's just not as nice to look at, or as much fun to play. And the look of the game really hurts the overall package. More attention to graphics might have bumped the rating up. It's a solid adventure from start to finish, but it never shines as brightly as it might have.

— Chris Slate

This enormous fellow is the first boss. A few hits from your magic cape is all it takes to beat him.

Sega of America,
130 Shoreline Drive,
Redwood City CA 94065

JAMES BOND 007: THE DUEL

Genesis/Domark

This first Domark release, *James Bond 007: The Duel*, pits the British secret agent against evil Professor Gravemar, who has grave plans indeed for the free world. It seems the noxious professor has cloned a bunch of Bond baddies and unleashed them on a remote Caribbean island. The clones guard a satellite launching platform which will threaten the balance of world power. Unless Bond can stop him, Gravemar will be able to hold entire nations hostage to his wicked will. You know how these megalomaniacs are.

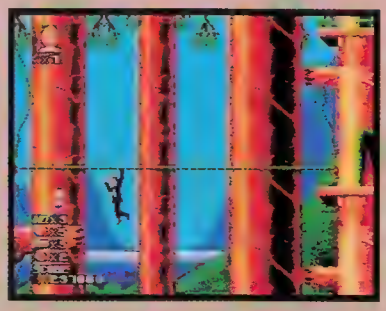
Your mission is to infiltrate various enemy strongholds, rescue the hostages (there is an ever-increasing number in each level), and destroy the requisite boss characters — fiendish foes like Jaws, Baron Samedi, Goldfinger, and other assorted nuts from the stories of Ian Fleming. There are lots of generic weapon-wielding goons running about that you'll have to deal with too, as well as mechanical contraptions intent on causing you pain.

You have to rescue a given number of hostages in each stage before you can perform your mission goal.

It's not necessary to gun down every single enemy just to finish a level. You do have to eliminate each boss, though none are all that difficult to defeat. Sling enough shots at 'em and any target will eventually take a tumble. Grenades and special weapons are available, but I found them difficult to handle and ended up relying on Bond's regulation automatic and crack marksmanship.

Doesn't look like Jaws is too happy to see his old buddy Bond!

The major problem with *James Bond 007: The Duel* is play control. Your character reacts sluggishly when he's climbing ladders, ropes, or vines, and he also has problems ducking. At least half the time he was shot clean through before the character responded to my commands — and by then, Bond's knees buckled on their own, with no help from me at all. Character response to controller commands is so darned sluggish you'll have to be thinking 2 or 3 steps ahead at all times. Otherwise, you'll be seeing "Press Start to Continue" more often than you'd like.



In the next stage, Bond battles fast-shooting thugs in the treetops of a tropical forest.

The levels are large and there's lots of room for exploration, but the game's graphics offer little incentive to do so. The characters are tiny compared to those in other 16-bit games, with very limited, choppy animation.

Still, *James Bond 007: The Duel* isn't all bad. It has a decided *Rolling Thunder* flavor, with plenty of straightforward, shoot-or-be-shot action. Not award-winning stuff, but it *is* entertaining.

— Randy Palmer

Domark Software,
1900 South Norfolk Street,
Suite 202,
San Mateo CA 94403

NBA ALL-STAR CHALLENGE

Genesis/Flying Edge

Most video games featuring real NBA players have tried to duplicate the NBA experience as seen on TV. *Jordon vs. Bird* broke away from that format a bit, pitting two mega-stars against each other. But a game format limited to just two players can grow tiresome quickly.

NBA All-Star Challenge is more like *Jordan vs. Bird* than a straight basketball sim. You choose your player from a whole slew of top NBA stars, and you can compete in a number of different contests. The net result feels like the NBA's hottest stars have come over to play in your driveway, and being able to

This cart takes all your favorite backyard games and puts them in front of an audience!

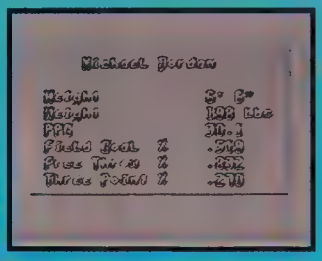
play Charles Barkley against Larry Bird in a game of H-O-R-S-E is one of the coolest options I've seen in a basketball game. In addition to H-O-R-S-E, you can play one-on-one (either single game or tournament), hold a free-throw contest, or a 3 point shootout.

The best thing about *All-Star Challenge* is that the players look and play like their real-life counterparts. Just by watching a game of H-O-R-S-E in progress, any fan can

There's enough flexibility in the options to allow you to use your own rules; there's even a "make it-take it" option.

easily identify the players by watching their styles. The graphics could be sharper at times, but for the most part both uniforms and facial features are easily distinguishable. And all players are influenced by an accurate list of stats, so the computer is more likely to beat you in a free-throw contest if using somebody with a high shooting percentage from the line.

Each game can be played either against the computer or in two-player mode. Unfortunately, the players don't seem to retain as much of their styles when controlled by a human opponent. With two players, your chances are as good with Alvin Robertson as they are with Michael Jordan.

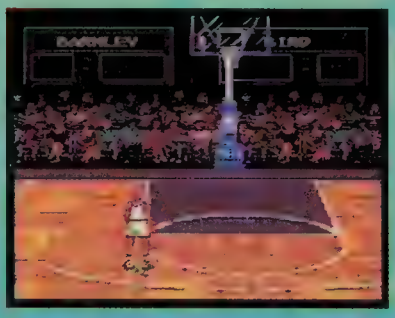


Pay close attention to a player's stats — especially when choosing an opponent.

My only major complaint is that even more players weren't included. The designers' decision to include one star per team is certainly fair, but some teams have two or three players better than several included here.

All things considered, though, *NBA All-Star Challenge* is a welcome alternative to the standard basketball cart.

— Billy Moon



It's probably not a good idea to play against an outside shooter in your first game of H-O-R-S-E!

Flying Edge
71 Audrey Avenue,
Oyster Bay NY 11771

THE FLINTSTONES

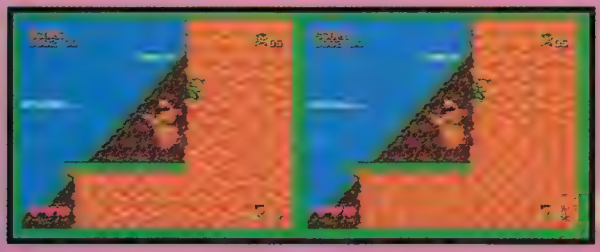
Genesis/Taito

Fred Flintstone has got his hands full. Armed only with his trusty club, Fred must recover six lost items that have been scattered around Bedrock. It's a challenge that even Fred can't turn down.

With the same formula that made *The Flintstones* such a success in both Game Boy and NES versions, Fred, Barney, and the entire Bedrock clan are back to take a shot at blast-processing, and the fabulous world of Genesis 16-bit.

The game play in this version is almost identical to the two previous adventures, but the vibrant graphics

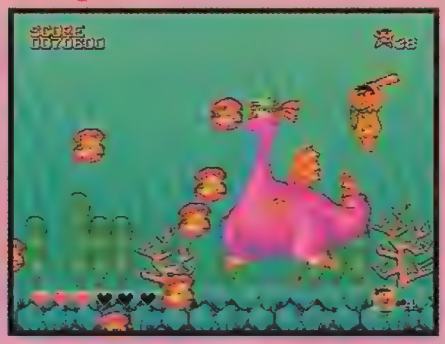
Finding Wilma's necklace is Freddie's first order of business. Other adventures will take him on the Bedrock train, and through the desert to find Pebbles.



Gazoo will magically transport Fred to secret rooms filled with power-ups!

and catchy soundtrack are heads and tails above those earlier efforts. Fans of the Hanna-Barbera cartoon classic will appreciate the animation too. If a player pauses too long during game

Taking a swim in Lake Bedrock sounds like a lot of fun, but you've got a job to do — find Barney's lucky fishing hook!



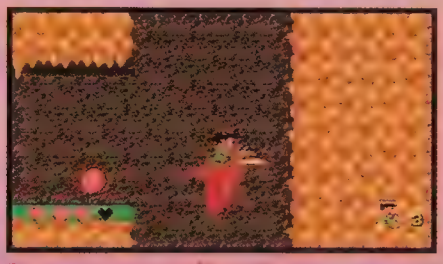
Use powered-up club hits to defeat this sea monster.

play, Fred will begin dancing a jig to keep himself entertained. Even Freddie's patented waddle and classic chin-ups are in this game. The attention to detail is fantastic. There are six levels of prehistoric adventure, and various levels of difficulty so younger players won't get too frustrated while enjoying Fred's antics.

If you're a fan of the Fredster, this game is definitely for you. And even if you're not, check it out — the bosses are huge, and Fred and the folks of Bedrock are nicely rendered and a joy to watch.

There are only a few negatives worth mentioning. First, it would have been nice to see some new stuff in Fred's 16-bit debut, instead of a rehash of the previous *Flintstones* 8-bit titles. And in some places, the slow-down is pretty noticeable. Still, this kind of platform-type jumping game has become a video-game staple, and this title is much better than many.

— *Vince Matthews*



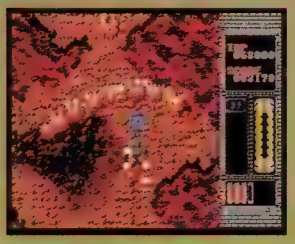
Pterodactyls offer Fred a speedy and safe ride through the level.

Taito, 390 Holbrook Drive, Wheeling IL 60090

ELEMENTAL MASTER

Genesis/Renovation

For years, Junos protected the city of Lorelei with his power over the natural elements. But when Junos died, the kingdom was left open for conquest by Gyra, the Lord of Catastrophe, who promptly locked the king away in the dungeon. Now the fate of the kingdom rests on the shoulders of the king's greatest knight, Laden. Laden's only hope of defeating Gyra lies in his ability to harness the powers of the elements — Earth, Wind, Fire, Water, and Light, the seldom-seen fifth element.



The hardest part of the Fire Stage involves these snake creature. They're not actually difficult to destroy, but you have to be careful not to step off the edge while trying to dodge them.

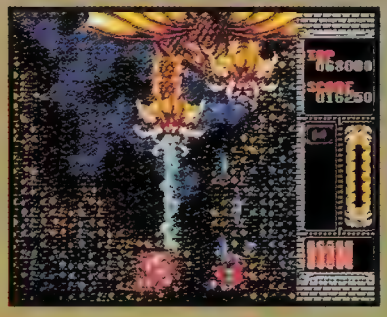
Sound like an interesting adventure game? Guess again. In reality, *Elemental Master* is a pretty mundane, vertically scrolling shooter. You've seen it all before — the only difference this time is that Laden stands in the place where you'd usually find some form of plane or spaceship.

The first part of the game is divided into four levels, with a stage each for the elements Fire, Wind, Earth and Water. You can complete the stages in any order you choose. The coolest thing about the game is that you get a new gun every time you defeat a boss, much like the *Mega Man* series on Nintendo.

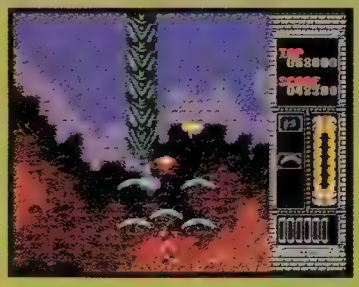
There are also some pretty interesting weapons you can grab during each stage, such as a mirror that creates three images of Laden, each bristling with the powers of the elements. Unfortunately, these weapons make some stages a little too easy. The only thing that makes a couple of stages challenging at all is the fact that so many tiny creatures are onscreen at once that's impossible to get them all with your standard peashooter. But the wide-angle wind attack, tripled by the mirror, does away with that problem in a hurry. And in the Major Disappointments department, each of the bosses is totally uninspired. You'll figure out how to beat most after their first attack.

As far as sound and graphics go, *Elemental Master* is pretty average, and certainly nothing to get excited about. Come to think of it, the same can be said for the rest of the game, too.

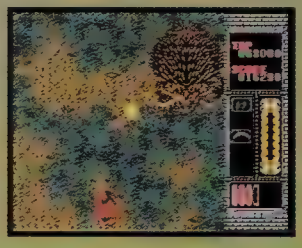
— *Billy Moon*



The second boss will attack with each of his heads. Stay under the calm head while the other one attacks, then rush quickly over and counterattack.



The master of the water level is pretty easy to beat. Notice where he comes out of the water and move out of his way, then attack.



This overblown porcupine is no problem, either. Just stay between the rays and make sure you don't try to occupy the space he happens to be in at the moment.

Renovation, 4655
Old Ironsides Drive, Suite 265,
Santa Clara CA 95054

AL MICHAELS ANNOUNCES HARDBALL III

Genesis/Ballistic

As the title suggests, ABC sports commentator Al Michaels plays a big part in *Al Michaels Announces Hardball III*. His play-by-play is detailed, and amazingly articulate—a far cry from Sega's robotic Sports Talk products. Michaels provides all the commentary you need to follow the game's action, but he can be turned off if his calls distract you.

While Al Michaels' play-by-play really adds to the game, the customization capabilities are what put *Hardball III* in a class by itself. A battery backup will store your game or season in progress. It'll also save your league's statistics, and best of all, store two teams that you've created yourself using the *Hardball* player editor.

You'll want to store your original teams, because it takes approximately an hour to put one together. You have to choose what your players will look like, what position they'll play, and what their stats were for the previous season. In the case of pitchers, you rate them for velocity, endurance, and control, as well as the types of pitches they can throw. You even get to create your own team logo and pick your team's uniform colors. Incredible!

Graphically, *Hardball III* lets you choose to view the action from the pitcher's mound or from behind home plate. You can use a behind-the-pitcher view when you're in the field, then switch to behind-the-plate when you're at bat. Once the ball is hit, you'll get the traditional bird's-eye view from just behind home plate. Sharp-looking pop-up windows show you close plays at any base.

The player editor lets you determine what your team members will look like and how well they'll play.

Try to knock one off the Green Monster at Fenway — *Hardball III* features all 26 major league ballparks.

Design your own team logo — and try to keep it clean, guys...

Is he safe or out? You'll have a great view to make the call.

Other hot features include a VCR-like highlight reel that lets you record your greatest plays for future review, a home run hitting contest that awards points for distance, and renderings of all 26 major league ballparks—everything from the ivy of Wrigley to the "Hit It Here" sign in right-center at Baltimore.

If there's a negative to *Hardball III*, it's the overall speed at which it plays. Baseball is a slower-paced sport than hockey, football, and basketball, and *Hardball III* emulates that, moving at half the speed of other 16-bit baseball sims. If you prefer the usual video-game pace, *HB III* may not be for you.

But for everyone else, *HBIII* is like the first day of spring training—exciting, exhilarating, and loaded with expectations of the season ahead.

— PJ Cantrell

Ballistic,
5300 Stevens Creek Blvd.,
San Jose CA 95129

"This game will set the pace for every future game on the market - A+, 100%, Guy's you did it!" COMPUTER GAME REVIEW

SEGA GENESIS 16-BIT CARTRIDGE

SHRINK-WRAPPED TIME WARP

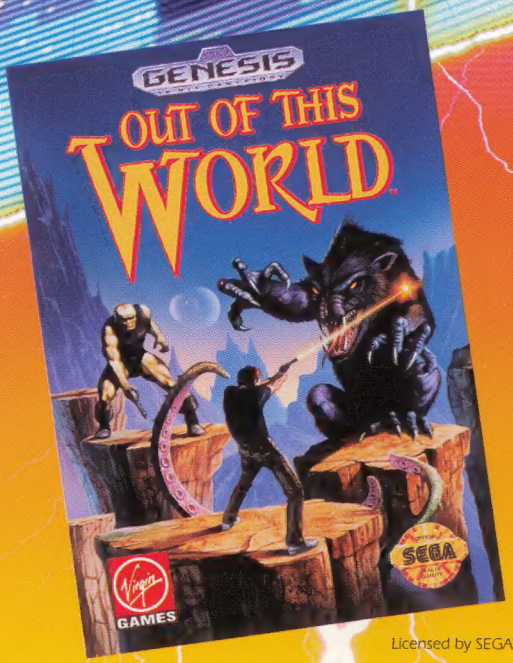
You're so intent on testing the particle accelerator you've invented that you hardly notice the crackling of a not-so-distant electrical storm.

Before you can say SNAP, CRACKLE, POP, a lightning bolt slams through you and your accelerator with deadly accuracy.

When you finally come to, you have no idea what time or place you're in, but you know you're not safe. Face it you're warped. Unless you want to start calling this place home, you'll need to dodge, outwit and overcome a host of deadly aliens, monster guards and blood-sucking leeches who think you're a delicacy. Now, that shouldn't be too hard for a Whiz Kid like you - right?

Out of This World Features

- Award-winning cinematically styled, rotoscoped animation
- State of the art real-time polygonal graphics
- Continual audio mix of digitized sound effects and musical score



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Take a Drive Off the Deep End with Road Avenger!

Take it to the extreme. Road Avenger for the Sega CD gives you the license to do whatever it takes to wipe S.C.U.M. (Secret Criminal Underground Movement) off the highway. Ever smash a car through a hotel lobby? Spin off a bridge at high speed? How about tearing up the beach on the tail of perpetrators? Now's your chance! Gear up for the ultimate hot pursuit. Road Avenger, so much fun it should be illegal!

- Full CD soundtrack!
- Digitally recorded stereo sound puts you right in the game!
- In your face close-ups!
- Over 30 minutes of full motion animation!
- Heads-up-display keeps your eyes on the action!
- Nine rubber burning stages!
- Head spinning 360 degree scrolling!

Road Avenger fills your tank with high octane action! Forget the insurance, full speed ahead to your nearest Sega CD retailer!

SEGA CD™

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